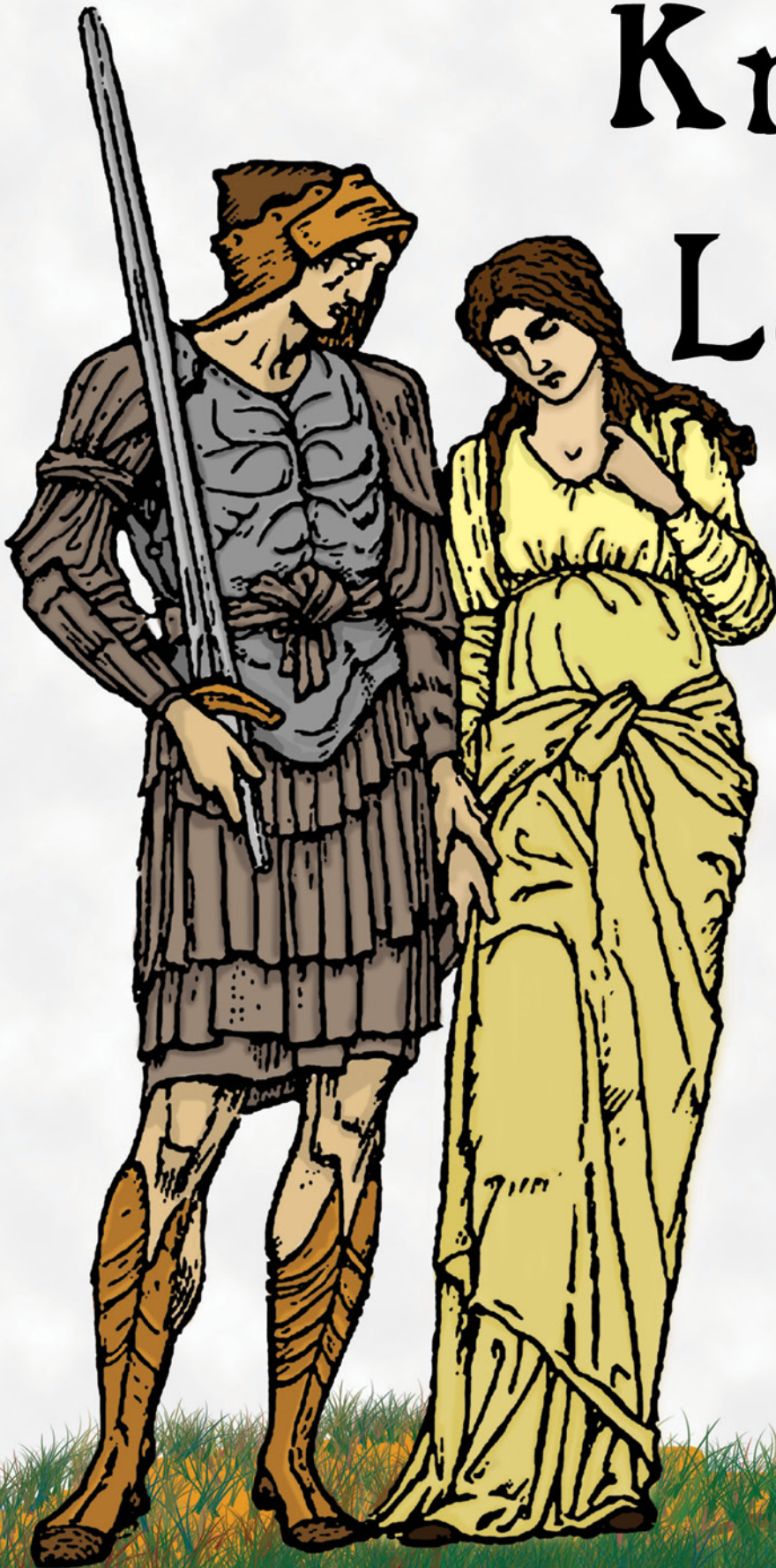


Book of Knights & Ladies

by Greg Stafford



Book of Knights & Ladies

Advanced Character Generation for
King Arthur Pendragon, 5th edition.

By Greg Stafford

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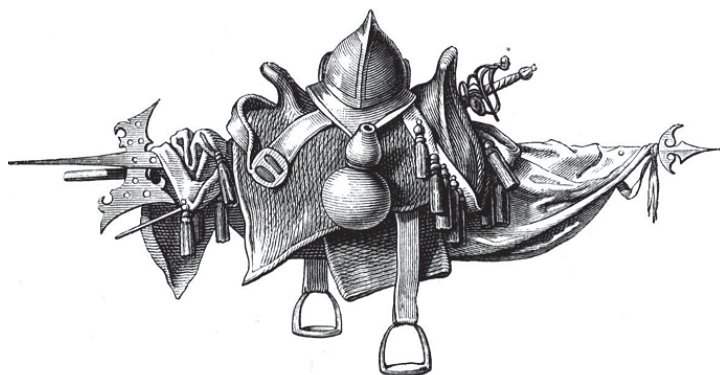


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Introduction: What Kind of Knight are You?

The core rulebook of 5th edition *King Arthur Pendragon* offers little variety in terms of character generation. Its purpose is to help players create a group of starting knights who are familiar with each other and can jump right into the *Great Pendragon Campaign* (GPC). We wanted to publish a rule book that did not overwhelm newcomers with its possibilities, but rather set down the core of the game in a simple, affordable package.

But *Pendragon* is a game about knights, and there are certainly many types of knights. They differ in their attitudes, actions and intentions. They differ in their motivations, in their enthusiasms, and in their reactions. Those are all things that we discover while playing them.

But knights also differ in their origins.

Where is your knight from?

“Origins” is the subject of this book. How does your knight’s place and culture of origin influence him?

The Book of Knights & Ladies is the complete character generation system for *King Arthur Pendragon*, 5th edition. It can guide you to create a knight from any time during the *Great Pendragon Campaign* and from any place in the *Pendragon* world (i.e., anywhere in the world where King Arthur’s legends were told during medieval times). 109 Homelands, fifteen Cultures and ten Religions decorate the variety of backgrounds for the *King Arthur Pendragon* game.

The larger part of this book concerns Mainstream Characters, those who hail from the traditional Arthurian homelands of Britain, Ireland, Brittany and Aquitaine. I expect that most characters will come from these regions, because the Arthurian Story originated in these regions, takes place in these regions and is about the concerns of the people of these regions. Mainstream knights and ladies do not need a reason to be in the story—the story is about them.

The remainder of the book concerns Continental Characters, those who hail from distinctly foreign lands and cultures. Playing these characters presents a different type of challenge. They are similar to Mainstream characters in their views on knighthood and feudalism, but differ in many other ways. Continental knights and ladies must have gone out of their way to get to Arthur’s court. What brought them to Britain’s shores?

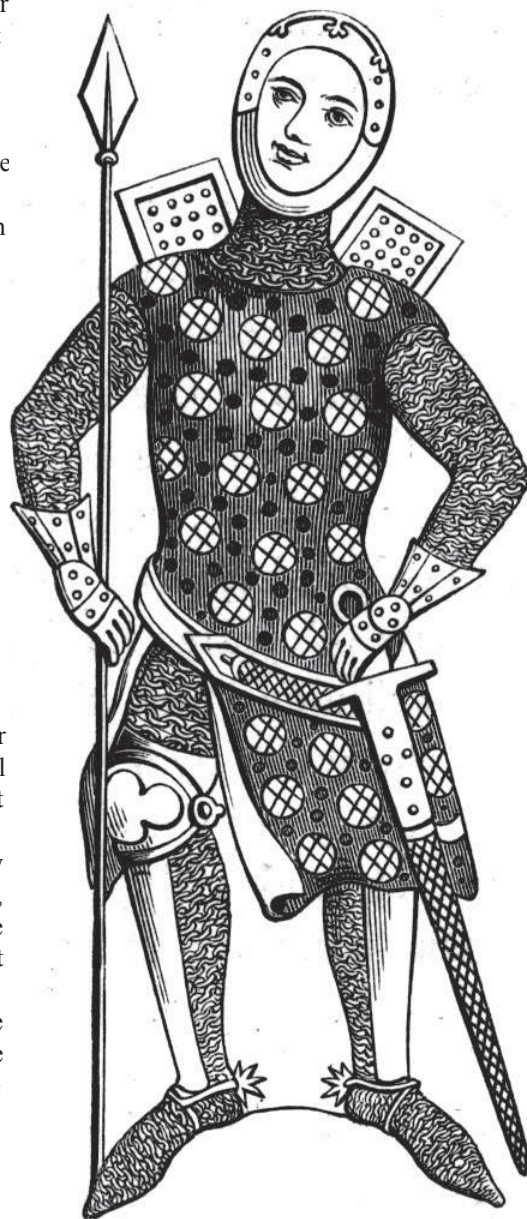
The nature of *Pendragon* is to delight in the varieties of the legendary medieval life. At first the peoples of the Middle Ages seem to be homogeneous, but investigation reveals many variations. I certainly don’t want to bother with the infinite variations of law and custom that are incidental to chivalry, but I do want to play with differences based on a knight’s origin within Britain and without.

I’ve taken plenty of liberties to make it fun while staying within genre conventions. It’s not a historical document, and I know that the Saxons were not experts in two handed weapons, and that there were no Pict counties on the Cornish border. But *Pendragon* isn’t intended to be historical, just fun.

So have fun.

Users of this book should be familiar with *King Arthur Pendragon* 5th edition, for which this system is written. The two parts of this advanced character generation system follow that game’s character creation process, but build upon it. Inevitably, *Knights & Ladies* adds a lot of information and opens up many more possibilities than the simple knight from Salisbury allowed by the core book.

So, welcome to the new population of *Pendragon*!



What's New?

Changes from *Pendragon*, 5th ed.

A copious amount of additional material (new ranks, occupations, homelands, cultures, etc.) is offered here, as well as many tweaks, variations, and changes to the core game's extant character generation system. To avoid them being glossed over by experienced *Pendragon* players, here's a quick list of the major changes:

1. Attribute Generation. Instead of assigning 60 points among the 5 Attributes, players have the choice of just setting the stats; or of rolling randomly for each attribute. See: Attributes & Statistics, on pg. 50 for details.
2. Personality Traits. Characters' personality traits are modified by their regions. Players choose from Standard, Shaped or Random methods.
3. Passions. These can be made using Standard, Random or Shaped preferences. Standard generation gets 3 points to distribute. Sons inherit their father's passions.
4. Specialty Skills. Each cultural group has a unique ability. For instance, a starting Cymric knight now has a specialty skill of Spear Expertise, which provides a significant benefit over the old Spear and Lance skills.
5. The Family Characteristic Table is slightly different.
6. The Luck Tables are entirely new.
7. Your father's class will now alter your starting skill values as well as the number of points available to distribute.
8. New characters can now be fit into previous history before play begins. Their glory is altered thereby.
9. New horses are available.
10. Some weapons now calculate their damage differently.

Note that these are only the *changes*, and that a number of new Passions and Skills have been added as well. See: Part III: New Rules & Clarifications, on pg. 117, for descriptions.

New Character Sheets

The character sheet here is almost identical to the standard one, but differs mainly in having the following changes:

1. The Cymric-specific starting skill values have been removed.
2. "Knighted ____" is now located under Family History and Key Events.
3. Courtly Skills have been underlined. There are sixteen in all (Compose, Courtesy, Dancing, Falconry, Fashion, Flirting, Gaming, Heraldry, Intrigue, Orate, Play (instrument), Read (language), Recognize, Romance, Singing, Tourney). The equivalent Specialty skills must be added for the cultures that have them.
4. Siege is added to the Combat Skills, beneath Battle.
5. A layout change has been implemented in the Glory section.
6. On the back, under "Family History," the Family Characteristic section has been altered slightly to allow space for (M)ale and (F)emale characteristics.
7. The "Army" section has been removed, and replaced by the expanded Horses section.
8. The Lady's Character Sheet has been changed to better reflect her gender.
9. Character Equipment has been moved and expanded.



Player's Name _____

Personal Data

Name: _____
 Age: _____ Son Number: _____
 Homeland: _____
 Culture: _____
 Religion: _____
 Liege Lord: _____
 Current Class: _____
 Current Home: _____

Personality Traits

Chivalry Bonus (•) [Sum of these Traits = 80] _____

Religious Bonus (Underlined Traits are all 16+) _____

- | | | |
|--------------------------------------|---------------|-------------------------------------|
| ☐ Chaste | _____ / _____ | ☐ Lustful |
| ☐ Energetic • | _____ / _____ | ☐ Lazy |
| ☐ Forgiving | _____ / _____ | ☐ Vengeful |
| ☐ Generous • | _____ / _____ | ☐ Selfish |
| ☐ Honest | _____ / _____ | ☐ Deceitful |
| ☐ Just • | _____ / _____ | ☐ Arbitrary |
| ☐ Merciful • | _____ / _____ | ☐ Cruel |
| ☐ Modest • | _____ / _____ | ☐ Proud |
| ☐ Pious | _____ / _____ | ☐ Worldly |
| ☐ Prudent | _____ / _____ | ☐ Reckless |
| ☐ Temperate | _____ / _____ | ☐ Indulgent |
| ☐ Trusting | _____ / _____ | ☐ Suspicious |
| ☐ Valorous • | _____ / _____ | ☐ Cowardly |

Directed Trait _____ ☐

Directed Trait _____ ☐

Passions

- Loyalty (Lord) () _____ ☐
 Love (Family) () _____ ☐
 Hospitality () _____ ☐
 Honor () _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

Statistics

SIZ _____ (Knockdown)

DEX _____

STR _____

CON _____ (Major Wound)

APP _____

Damage [(STR+SIZ)/6] _____ d6

Healing Rate [(STR+CON)/10] _____

Move Rate [(STR+DEX)/10] _____

Distinctive Features: _____

Hit Points

(SIZ+CON)

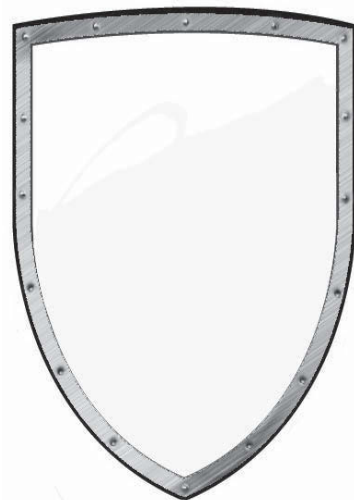
Unconscious (Hit Points/4) _____

Wounds _____

☐ Chirurgery Needed!

Skills

- Awareness () _____ ☐
 Boating () _____ ☐
 Compose () _____ ☐
 Courtesy () _____ ☐
 Dancing () _____ ☐
 Faerie Lore () _____ ☐
 Falconry () _____ ☐
 First Aid () _____ ☐
 Flirting () _____ ☐
 Folklore () _____ ☐
 Gaming () _____ ☐
 Heraldry () _____ ☐
 Hunting () _____ ☐
 Intrigue () _____ ☐
 Orate () _____ ☐
 Play () _____ ☐
 Read () _____ ☐
 Recognize () _____ ☐
 Religion () _____ ☐
 Romance () _____ ☐
 Singing () _____ ☐
 Stewardship () _____ ☐
 Swimming () _____ ☐
 Tourney () _____ ☐
 _____ ☐



GLORY

Combat Skills

- Battle () _____ ☐
 Siege () _____ ☐
 Horsemanship () _____ ☐
 Sword () _____ ☐
 Lance () _____ ☐
 Spear () _____ ☐
 Dagger () _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

Armor Type

- _____ [] pts.
 _____ [] pts.
 _____ [] pts.
 _____ [] pts.

Armor Reduction _____

Player's Name _____

Personal Data

Name: _____
 Age: _____ Daughter Number: _____
 Homeland: _____
 Culture: _____
 Religion: _____
 Liege Lord: _____
 Current Class: _____
 Current Home: _____

Personality Traits

Gentlewoman's Bonus (•) [Sum of these Traits = 80] _____

Religious Bonus (Underlined Traits are all 16+) _____

- | | |
|--|---|
| ☐ Chaste • _____/_____ | ☐ Lustful _____ |
| ☐ Energetic • _____/_____ | ☐ Lazy _____ |
| ☐ Forgiving _____/_____ | ☐ Vengeful _____ |
| ☐ Generous _____/_____ | ☐ Selfish _____ |
| ☐ Honest • _____/_____ | ☐ Deceitful _____ |
| ☐ Just _____/_____ | ☐ Arbitrary _____ |
| ☐ Merciful _____/_____ | ☐ Cruel _____ |
| ☐ Modest • _____/_____ | ☐ Proud _____ |
| ☐ Pious _____/_____ | ☐ Worldly _____ |
| ☐ Prudent • _____/_____ | ☐ Reckless _____ |
| ☐ Temperate • _____/_____ | ☐ Indulgent _____ |
| ☐ Trusting _____/_____ | ☐ Suspicious _____ |
| ☐ Valorous _____/_____ | ☐ Cowardly _____ |

Directed Trait _____ ☐

Directed Trait _____ ☐

Passions

- Loyalty (Lord) () _____ ☐
 Love (Family) () _____ ☐
 Hospitality () _____ ☐
 Honor () _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

Statistics

SIZ _____ (Knockdown)
 DEX _____
 STR _____
 CON _____ (Major Wound)
 APP _____
 Damage [(STR+SIZ)/6] _____ d6
 Healing Rate [(STR+CON)/10] _____
 Move Rate [(STR+DEX)/10] _____

Hit Points

(SIZ+CON)

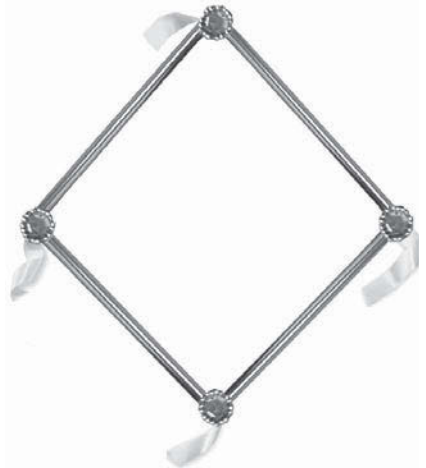
Unconscious (Hit Points/4) _____

Wounds _____

☐ Chirurgery Needed!

Skills

- Awareness () _____ ☐
 Boating () _____ ☐
 Chirurgery () _____ ☐
 Compose () _____ ☐
 Courtesy () _____ ☐
 Dancing () _____ ☐
 Faerie Lore () _____ ☐
 Falconry () _____ ☐
 Fashion () _____ ☐
 First Aid () _____ ☐
 Flirting () _____ ☐
 Folklore () _____ ☐
 Gaming () _____ ☐
 Heraldry () _____ ☐
 Hunting () _____ ☐
 Industry () _____ ☐
 Intrigue () _____ ☐
 Orate () _____ ☐
 Play () _____ ☐
 Read () _____ ☐
 Recognize () _____ ☐
 Religion () _____ ☐
 Romance () _____ ☐
 Singing () _____ ☐
 Stewardship () _____ ☐
 Swimming () _____ ☐
 Tourney () _____ ☐



GLORY

Distinctive Features

Combat Skills

- Battle () _____ ☐
 Siege () _____ ☐
 Horsemanship () _____ ☐
 Dagger () _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

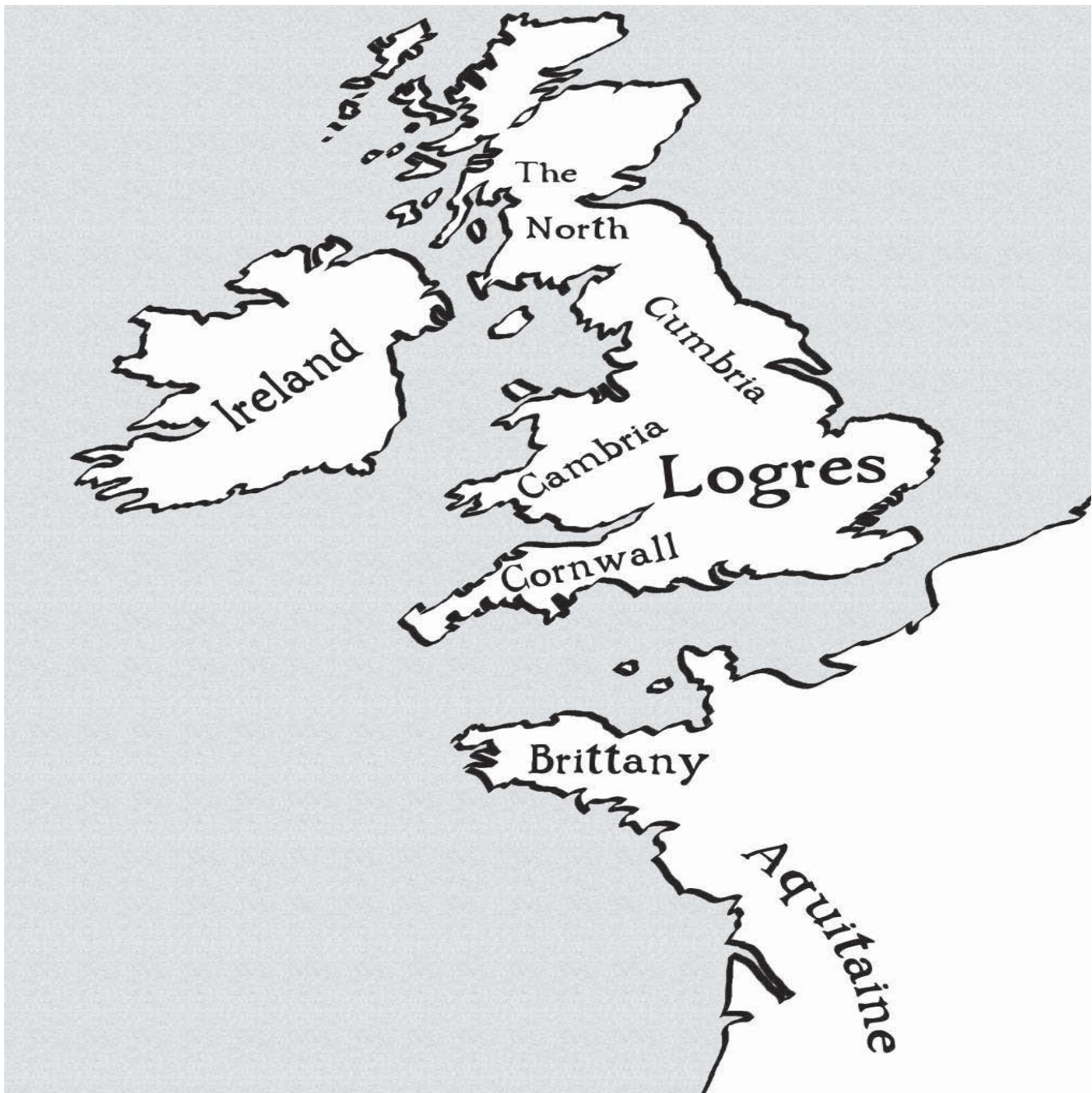


"I am a knight.
I should think
any lady weak
of understanding
who loved me for
mere songs
unbacked by
manly deeds.
If I desire a good
woman's love and
fail to win love's
reward from her
with shield and lance,
let her favor me
accordingly. A man
who aims at love
through chivalric
exploits gambles
for high stakes."

Wolfram von Eschenbach,
Parzival

Part I: Mainstream Characters

Mainstream characters are the regular characters of the game. We recommend that new players start with one of these simply because they fit right into the setting. Mainstream characters will not be weird or out of place. They are the peoples among whom the Arthurian legends originated.





Creating Your New Character

To most enjoy the game, your character should be from an area friendly to King Arthur, be of knightly status, and thus have the proper accouterment (i.e., equipment, most importantly a horse, weapons, and armor.) The system assures that these conditions will be met.

Check With Your Gamemaster

Before deciding anything, ask your Gamemaster what preferences he has.

Commonly, GM's prefer some facts or characteristics to be assigned. Especially in the early game it is important that knights have a reason to stick together—commonly to be from the same area. Thus the Gamemaster will probably tell you, "Come from Lindsey," or wherever he has chosen to start the campaign. Knights with the same liege lord have instant motivation to work together, and all knights within a given homeland will already know each other.

Furthermore, GMs often forbid starting characters who are the heirs of powerful nobles. He might insist on random character generation, or Standard. But he will allow all the other facts to be chosen or determined randomly.

After 530 or so, when the realm is at peace, the Gamemaster is more likely to loosen up on what homelands are allowed. Nonetheless, always ask.

Standard, Shaped or Random?

You want to have a knight that is fun and interesting to play, especially for your first character.

Three methods exist to create your character. Decide which one will help you best achieve that goal. Mix and match is fine, too, if your GM says so.

Standard Method

Make an average starting character by copying down the standard character stats. Such an individual will develop and grow entirely according to his success and failure.

Intentional Shaping

You may shape your character to suit your desires. Rather than wandering around on charts, intentionally track your way through them carefully and you'll have a complete, interesting character to play. Instead of randomly determining character options with a d20 roll, look through the rules and choose which of the proposed options best suits your image of the character.

Intentional creation does *not* allow you to go outside the parameters given. Thus you can decide where to place your 60 points for the statistics, but you cannot simply give your character more points than the system allows.

Random Determination

Most of the character generation options include random rolls. Some people enjoy the difficulties and challenges of a character with sub-optimal or flawed characteristics (as is likely to occur with random determination).

Sons of Player Characters

If you are generating a new character who is the son of a previous player character (or perhaps of another player's character), then use the father's Homeland information instead of rolling randomly or choosing. Check the father's character sheet for all the relevant information such as homeland, office(s) held, Glory, and so on.

Otherwise, follow the procedure detailed below.

Your Father Is Dead!

For simplicity's sake, all first-character knights begin with a father who is recently deceased. Thus, the father's holdings will have been held in wardship by the liege lord until the rightful heir comes of age, which is as the game begins.

Character Creation Procedure

Seven steps must be considered when creating a character:

1. Personal Data
 - A. Age
 - B. Son or Daughter Number
 - C. Homeland
 - D. Culture & Religion
 - E. Your Lord
 - F. Current Class
 - G. Equipment
2. Personality Traits
3. Passions
4. Attributes & Statistics
5. Skills & Combat Skills
6. Other Data
7. The Back of the Character Sheet

At the completion of this creation, your character will be a squire. He does not become ennobled until he takes the oath of knighthood — i.e., until you state that he acknowledges the duties of knighthood, etc., during play. Unless the GM has some earlier adventures in mind, your character will almost certainly be knighted. See: pg. 68 for more information on knighting.

Previous Experience is an option open to some characters, with Game Master permission. See: pg. 69 for more information on Previous Experience.

1. Personal Data

Personal data are facts that describe who you are and where you come from.

A. Age

All of the calculations for your starting character are based on the assumption that your knight starts at 21, and ladies at 16.

First, find out the year in which your character is beginning play. Because time passes swiftly in this campaign and society, equipment, fashion and other background changes take place at a rapid pace, it's important to know what year you are beginning.

- Ask your Gamemaster what year it is: This will give you the starting date from which all things will be calculated. Ask what Period it is, too.
- On the *back* of your character sheet, find Character History.
- In the third blank line of the column under Date, write in the year. Under Important Events, write in the name of the Period for future reference.
- In the first blank line of the column under Date, subtract 21 from the current date and enter the number there. Under Events, write "born."
- In the second blank line of the column under Date, add 15 to the year born and enter the number there. Under Events, write "squired" or "gave service as handmaiden."

Campaign Period

"Periods" are time divisions that are used in the *Great Pendragon Campaign*.

The Period is determined by the date of King Arthur's long reign when your character is starting. Many things change as time goes on, but for now it's most important for a new knight to know that the Period determines how good his armor and horses will be.

The King Uther Period	485–495
The Anarchy Period	496–509
The Boy King Period	510–518
The Conquest Period	519–330
The Romance Period	531–539
The Tournament Period	540–553
The Grail Quest Period	554–557
The Twilight Period	558–566

B. Son or Daughter Number

Pendragon is a game for knights. Everyone should have one as their first character. Later on you might want to try out some of the other options. For an example, see: Esquires in Play, on pg. 38.

Decide by choice or by random die roll which son your character is in the succession toward his father's estate. In normal cases, everything goes to the eldest surviving son when the father dies. The scheme here follows the traditional pattern of "Heir, Spare and Prayer" for the sons. That is, the eldest son is the designated **heir**, following the tradition (which became law) of primogeniture; i.e. the oldest son inherits everything. But accidents do happen, and so nobles want to have a **spare**, in case the elder son dies. The second son is trained as a knight as well, and if possible, receives knighthood if all conditions are met. And thus with the mundane world taken care of, influence from the heavenly realm is covered by son number three, the **prayer**, who would be slated for the church, and trained as a cleric rather than a knight.

Players may choose to make their first character to be the eldest son. Alternately, roll 1d6 to determine what number son your character is.

Table 1: Son Number

1d6 Roll	Result
01	Heir
02	Spare
03	Fourth son*
04	Fifth son*
05	Sixth son*
06	Seventh son*

*Younger Son with a Generous Relative

Younger Sons are normally left without inheritance, but unless you are playing non-knights with the *Esquire Option*, your knighted younger son must have a **Generous Relative**. This son has struck the jackpot. Instead of having to remain an esquire, he will get a suit of armor (possibly inferior to the best available,) and a spot as a household knight someplace. Among the upper ranks of nobility, where the father is really rich and generous, a Last Will and Testament may even grant or gift a small manor to such younger children.

Daughter Number

For daughters, their birth number matters in determining whether or not they receive a dowry upon marriage or not. Players may choose to just make their character the eldest daughter. Alternately, roll 1d6, and the number rolled is the number daughter the starting lady is.

C. Homeland

The most important part of personal data is the homeland, for that determines both the culture and the religion of your character. This system is set up to generate characters who will easily fit into the Arthurian court during any Period. The Character Generation process creates knights only from homelands that are friendly to him.

The Friendly Region Table

This table will give a random Region from which the knight comes. Eight regions exist, with large Logres broken into three parts for these random tables. The Friendly Regions vary for different periods. King Arthur's rule spreads outwards from Logres, and people from the different regions vary in their degrees of friendship to him, depending on their current sentiments. These sentiments are affected by whether the homeland is an old ally or just newly conquered, and by unique events such as regional war, personal feuds, surging local loyalties, or loss of faith in the High King.

Find the proper column, determined by the Period of the game. Roll 1d20, find that result in the column and go to the resultant Homeland Table for the Period.

The Homeland Tables

Find the correct Homeland Table, starting on pg. 16 and ending on pg. 21. Be sure to use the right Period. The Region your knight hails from is listed along the top of each table. Roll 1d20, then go down the Region column to find your knight's homeland. Write it into the "Homeland: _____" space. Note that in these tables, the result is either a kingdom, area, county or a city. When the county or city is subject to another area, the ruling area's name is given afterwards in [brackets]. After you know the name, find your knight's homeland on pg. 22, "The Homelands." The list there will tell you the predominant culture and religion.

Some Changes to the Map Data and Names

Some places herein are different from the maps and explanations given in the core rules and *Great Pendragon Campaign*. Some changes are to give additional details, but many are to differentiate the areas that are sometimes Saxon-occupied, and sometimes ruled by Britons. This differentiation makes character generation easier.

Anglia: Called "Caerwent" at different times.

Table 2: Friendly Region

Friendly Region	Uther	Anarchy	Boy King	Conquest	Romance	Tournament	Grail Quest/ Twilight
Logres (A)	01–05	01–06	01–06	01–04	01–03	01–02	01–03
Logres (B)	06–10	09–12	09–12	05–08	04–06	03–04	04–06
Logres (C)	11–14	13–17	13–17	09–11	07–09	05–06	07–09
British Saxon	—	—	—	—	10	07–08	10
Cambria	15–16	18–20	18–19	12–13	11–12	09–10	11–12
Cumbria	17–18	—	—	14–15	13–14	11–12	13–14
North	—	—	—	16–17	15–16	13–14	15
Cornwall/ Brittany	19–20	—	—	18	17	15–16	16
Ireland	—	—	—	—	18	17–18	17–18
Aquitaine	—	—	20	19–20*	19–20*	19–20	19–20

* Aquitaine is occupied by the French at this time, but many refugees come to Britain, where their rightful liege lords (Sirs Lancelot and Bors) serve.

Brecklands: This is the name for the western county of Caerwent (later, Anglia), not named or differentiated in *Great Pendragon Campaign*. To the east lies the Forest Adventurous.

Broadlands: The eastern county of Caerwent (later, Anglia), not named in *GPC*. To the west lies the Forest Adventurous.

Glevum: The city at the mouth of the Severn River, which is called Gloucester in *GPC*. It's called Glevum at this time because it is a Roman city, and this is the Roman name for this city. This name also differentiates it from the County of Gloucester.

Jagent: The name has not changed here, but it is worthwhile to note that Jagent is now a county of Picts loyal to Logres.

Richmond: The former County of Catterick has been changed to Richmond, to make it easier to tell apart from the city of the same name.

Roestoc: This is the political name given to the *GPC* Maris. It differentiates the "dry" area from the "marsh," or Maris. In an historical context, this area is also called Elmet (though we do not use that name in *Pendragon*).

Surrey: Surrey is the name for the County that was called Windsor in *GPC*. In this book, these are Saxons loyal to Logres.

Thamesmouth: Thamesmouth is the land around the mouth of the Thames River, the center of which is the city of London. In *The Great Pendragon Campaign*, it is called the County of London.



Note: Some Homeland Tables provide information for kingdoms not listed as being available in the Friendly Region Table.

Table 3: Uther Period Homelands

1d20 Roll	Logres (A)	Logres (B)	Logres (C)	Cambria	Cumbria	Cornwall/ Brittany	Aquitaine
1	Bedegraine	Chichester [Hampshire]	Thamesmouth	Cameliard	Brigantia [Malahaut]	Jagent	Benoit
2	Bedegraine	Hantonne [Hampshire]	London	Cameliard	Brigantia [Malahaut]	Jagent	Benoit
3	Bedegraine [Bedegraine]	Hertford	London	Cameliard	Brigantia [Malahaut]	Jagent	Benoit
4	Brecklands [Caerwent]	Hertford	Marlborough	Cameliard	Brigantia [Malahaut]	Jagent	Benoit
5	Brecklands [Caerwent]	St. Albans [Hertford]	Marlborough	Stafford [Cameliard]	Brigantia [Malahaut]	Jagent	Benoit
6	Broadlands [Caerwent]	Huntington	Wandborough [Marlborough]	Cheshire	Brigantia [Malahaut]	Tintagel	La Rochelle [Benoit]
7	Broadlands [Caerwent]	Huntington	Salisbury	Cheshire	Brigantia [Malahaut]	Tintagel	Benwick [Benoit]
8	Norwich [Caerwent]	Cambridge Huntington]	Salisbury	Cheshire	Eburacum [Malahaut]	Tintagel	Benwick [Benoit]
9	Caercolun	Lambor	Sarum [Salisbury]	Cheshire	Eburacum [Malahaut]	Tintagel	Ganis
10	Caercolun	Lambor	Silchester	City of Legions [Cheshire]	Ripon [Malahaut]	Tintagel	Ganis
11	Colchester Caercolun]	Leicester [Lambor]	Silchester	Gloucester	Ripon [Malahaut]	Devon	Ganis
12	Clarence	Lindsey	Silchester	Gloucester	Ripon [Malahaut]	Devon	Ganis
13	Clarence	Lindsey	Silchester	Gloucester	Ripon [Malahaut]	Devon	Ganis
14	Clarence	Lindsey	Silchester [Silchester]	Glevum [Gloucester]	Ripon [Malahaut]	Devon	Ganis
15	Cirencester [Clarence]	Lindsey	Surrey	Glevum [Gloucester]	Richmond [Malahaut]	Devon	Ganis
16	Dorset	Lincoln [Lindsey]	Surrey	Escavalon	Richmond [Malahaut]	Devon	Ganis
17	Dorset	Lonazep	Staines [Surrey]	Escavalon	Richmond [Malahaut]	Devon	Trebes [Ganis]
18	Dorchester [Dorset]	Lonazep	Wuerensis	Caerwent [Escavalon]	Catterick [Richmond]	Exeter [Devon]	Bayonne [Ganis]
19	Hampshire	Peterborough [Lonazep]	Wuerensis	Carlion [Escavalon]	Maris	Exeter [Devon]	Bordeaux [Ganis]
20	Hampshire	Thamesmouth	Warwick [Wuerensis]	Estregales	Roestoc	Exeter [Devon]	Bordeaux [Ganis]



Table 4: Anarchy Period Homelands (496-509)

1d20 Roll	Logres (A)	Logres (B)	Logres (C)	Cambria	Cumbria	Cornwall/ Brittany	Aquitaine
1	Bedegraine	Huntington	Marlborough	Cameliard	Brigantia [Malahaut]	Jagent	Benoit
2	Bedegraine	Huntington	Marlborough	Cameliard	Brigantia [Malahaut]	Jagent	Benoit
3	Bedegraine [Bedegraine]	Cambridge [Huntington]	Wandesborough [Marlborough]	Cameliard	Brigantia [Malahaut]	Jagent	Benoit
4	Clarence	Lambor	Salisbury	Cameliard	Brigantia [Malahaut]	Jagent	Benoit
5	Clarence	Lambor	Salisbury	Stafford [Cameliard]	Brigantia [Malahaut]	Jagent	Benoit
6	Clarence	Lambor	Salisbury	Cheshire	Brigantia [Malahaut]	Tintagel	La Rochelle [Benoit]
7	Clarence	Leicester [Lambor]	Sarum [Salisbury]	Cheshire	Brigantia [Malahaut]	Tintagel	Benwick [Benoit]
8	Cirencester [Clarence]	Lindsey	Silchester	Cheshire	Eburacum [Malahaut]	Tintagel	Benwick [Benoit]
9	Dorset	Lindsey	Silchester	Cheshire	Eburacum [Malahaut]	Tintagel	Ganis
10	Dorset	Lindsey	Silchester	City of Legions [Cheshire]	Ripon [Malahaut]	Tintagel	Ganis
11	Dorset	Lindsey	Silchester	Gloucester	Ripon [Malahaut]	Devon	Ganis
12	Dorchester [Dorset]	Lincoln [Lindsey]	Silchester [Silchester]	Gloucester	Ripon [Malahaut]	Devon	Ganis
13	Hampshire	Lonazep	Surrey	Gloucester	Ripon [Malahaut]	Devon	Ganis
14	Hampshire	Lonazep	Surrey	Glevum [Gloucester]	Ripon [Malahaut]	Devon	Ganis
15	Hampshire	Peterborough [Lonazep]	Surrey	Glevum [Gloucester]	Richmond [Malahaut]	Devon	Ganis
16	Chichester [Hampshire]	Thames- mouth	Staines [Surrey]	Escavalon	Richmond [Malahaut]	Devon	Ganis
17	Hantonne [Hampshire]	Thames- mouth	Wuerensis	Escavalon	Richmond [Malahaut]	Devon	Trebes [Ganis]
18	Hertford	London	Wuerensis	Caerwent [Escavalon]	Catterick [Richmond]	Exeter [Devon]	Bayonne [Ganis]
19	Hertford	London	Wuerensis	Carlion [Escavalon]	Roestoc	Exeter [Devon]	Bordeaux [Ganis]
20	St. Albans [Hertford]	Marlborough	Warwick [Wuerensis]	Estregales	Roestoc	Exeter [Devon]	Bordeaux [Ganis]

Table 5: Boy King Period Homelands (510-518)

This table presumes that the Adventure of the Forest Sauvage may not have been completed, nor the Adventure of Rydychan. King Arthur has few friends this period. See: *The Great Pendragon Campaign*, pg. 98 and 96, respectively.

1d20 Roll	Logres (A)	Logres (B)	Logres (C)	Cambria	Cornwall/ Brittany	Aquitaine
1	Bedegraine	Lambor	Salisbury	Cameliard	Jagent	Benoit
2	Bedegraine	Lambor	Salisbury	Cameliard	Jagent	Benoit
3	Bedegraine	Leicester [Lambor]	Salisbury	Cameliard	Jagent	Benoit
4	Bedegraine [Bedegraine]	Lindsey	Sarum [Salisbury]	Cameliard	Jagent	Benoit
5	Clarence	Lindsey	Sarum [Salisbury]	Cameliard	Jagent	Benoit
6	Clarence	Lindsey	Silchester	Stafford [Cameliard]	Jagent	La Rochelle [Benoit]
7	Clarence	Lindsey	Silchester	Gloucester	Jagent	Benwick [Benoit]
8	Clarence	Lincoln [Lindsey]	Silchester	Gloucester	Jagent	Benwick [Benoit]
9	Cirencester [Clarence]	Lonazep	Silchester	Gloucester	Vannetais	Ganis
10	Dorset	Lonazep	Silchester [Silchester]	Gloucester	Vannetais	Ganis
11	Dorset	Lonazep	Surrey	Gloucester	Vannetais	Ganis
12	Dorset	Peterborough [Lonazep]	Surrey	Glevum [Gloucester]	Vannetais	Ganis
13	Dorset	Thamesmouth	Surrey	Glevum [Gloucester]	Vannetais	Ganis
14	Dorchester [Dorset]	Thamesmouth	Surrey	Escavalon	Vannetais	Ganis
15	Hertford	London [Thamesmouth]	Staines [Surrey]	Escavalon	Vannetais	Ganis
16	Hertford	London [Thamesmouth]	Wuerensis	Escavalon	Vannetais	Ganis
17	Hertford	Marlborough	Wuerensis	Escavalon	Nantes [Vannetais]	Trebes [Ganis]
18	St. Albans [Hertford]	Marlborough	Wuerensis	Escavalon	Rennes [Vannetais]	Bayonne [Ganis]
19	Lambor	Marlborough	Wuerensis	Caerwent [Escavalon]	Rennes [Vannetais]	Bordeaux [Ganis]
20	Lambor	Wandborough [Marlborough]	Warwick [Wuerensis]	Carlion [Escavalon]	Vannes [Vannetais]	Bordeaux [Ganis]

Table 6: Conquest Period Homelands (519-528)

This table assumes that the Adventure of the Forest Sauvage (*GPC*, pg. 98) has been resolved and that the Faerie Lands have been sent away. If not, then reroll any result that allows Brun or Tribruit Counties, which would still be hidden away. It also presumes that the Adventure of Rydychan (*GPC*, pg. 96) has been resolved and that Duke Ulfius has retired. Thus, since his Duchy is broken into counties and Silchester County revolts, no one can come from there, either. Norgales (Cambria), though shown on the maps as being friendly to Arthur, is a resentful and belligerent ally at best, ruled over by Maelgwyn Gwynnedd. No player knight comes from there, either. Finally, Brun has become a new, separate county.

1d20 Roll	Logres (A)	Logres (B)	Logres (C)	Cambria	Cumbria	The North	Cornwall/ Brittany	Aquitaine
1	Broadlands [Anglia]	Hampshire	Peterborough [Lonazep]	Cameliard	Brigantia [Malahaut]	Benoic	Jagent	Benoit
2	Broadlands [Anglia]	Hampshire	Rydychan	Cameliard	Brigantia [Malahaut]	Benoic	Jagent	Benoit
3	Norwich [Broadlands]	Chichester [Hampshire]	Rydychan	Cameliard	Brigantia [Malahaut]	Escoce	Jagent	Benoit
4	Yarmouth [Broadlands]	Hertford	Oxford [Rydychan]	Stafford [Cameliard]	Eburacum [Brigantia]	Escoce	Jagent	Benoit
5	Brecklands [Anglia]	St. Albans [Hertford]	Salisbury	Escavalon	Eburacum [Brigantia]	Garloth	Jagent	Benoit
6	Brecklands [Anglia]	Huntington	Salisbury	Escavalon	Cambenet	Garloth	Jagent	Benoit
7	Bedegraine	Huntington	Sarum [Salisbury]	Escavalon	Cambenet	Garloth	Jagent	Benwick [Benoit]
8	Bedegraine	Cambridge [Huntington]	Sussex	Caerwent [Escavalon]	Carduel [Cambenet]	Gorre	Jagent	Benwick [Benoit]
9	Brun	Kent	Sussex	Carlion [Escavalon]	Richmond [Malahaut]	Gorre	Jagent	Ganis
10	Brun	Kent	Thamesmouth	Estregales	Catterick [Richmond]	Gorre	Jagent	Ganis
11	Clarence	Dover [Kent]	London [Thamesmouth]	Estregales	Deira [Malahaut]	Gallowey [Gorre]	Jagent	Ganis
12	Clarence	Lambor	London [Thamesmouth]	Estregales	Deira [Malahaut]	Lothian	Jagent	Ganis
13	Clarence	Leicester [Lambor]	Tribruit	Estregales	Nohaut	Lothian	Vannetais	Ganis
14	Cirencester [Clarence]	Lindsey	Tribruit	Carmarthen [Estregales]	Nohaut	Lothian	Vannetais	Ganis
15	Dorset	Lindsey	Surrey	Gloucester	Roestoc	Lothian	Vannetais	Ganis
16	Dorset	Lindsey	Surrey	Gloucester	Ripon [Malahaut]	Lothian	Vannetais	Ganis
17	Dorchester [Dorset]	Lindsey	Staines [Surrey]	Gloucester	Ripon [Malahaut]	Strangorre	Vannetais	Ganis
18	Essex	Lincoln [Lindsey]	Wuerensis	Gloucester	Ripon [Malahaut]	Strangorre	Nantes [Vannetais]	Ganis
19	Essex	Lonazep	Wuerensis	Glevum [Gloucester]	Rheged	Strangorre	Rennes [Vannetais]	Bordeaux (Ganis)
20	Colchester [Essex]	Lonazep	Warwick [Wuerensis]	Glevum [Gloucester]	Rheged	Strangorre	Vannes [Vannetais]	Bordeaux (Ganis)

Table 7: Logres, Later Periods (529+)

1d20 Roll	Logres (A)	Logres (B)	Logres (C)	British Saxon lands
1	Broadlands [Anglia]	Hampshire	Peterborough [Lonazep]	Deira [Malahaut]
2	Broadlands [Anglia]	Chichester [Hampshire]	Rydychan	Deira [Malahaut]
3	Norwich [Broadlands]	Hertford	Rydychan	Deira [Malahaut]
4	Yarmouth [Broadlands]	St. Albans [Hertford]	Oxford [Rydychan]	Essex
5	Brecklands [Anglia]	Huntingdon	Salisbury	Essex
6	Brecklands [Anglia]	Huntingdon	Salisbury	Essex
7	Bedegraine	Cambridge [Huntingdon]	Sarum [Salisbury]	Hampshire
8	Bedegraine	Jagent	Silchester	Hampshire
9	Brun	Jagent	Silchester [Silchester]	Hampshire
10	Brun	Kent	Thamesmouth	Kent
11	Clarence	Kent	London [Thamesmouth]	Kent
12	Clarence	Dover [Kent]	London [Thamesmouth]	Kent
13	Clarence	Lambor	Tribruit	Kent
14	Cirencester [Clarence]	Leicester [Lambor]	Tribruit	Nohaut
15	Dorset	Lindsey	Surrey	Nohaut
16	Dorset	Lindsey	Surrey	Sorestan [Lindsey]
17	Dorchester [Dorset]	Lindsey	Staines [Surrey]	Sorestan [Lindsey]
18	Essex	Lincoln [Lindsey]	Wuerensis	Sussex
19	Essex	Lonazep	Wuerensis	Sussex
20	Colchester [Essex]	Lonazep	Warwick [Wuerensis]	Sussex

Table 8: Outside Logres, Later Periods (529+)

‡ Ganis and Aquitaine are largely freed after the Tournament Period.

† Knights coming from these kingdoms are always exiles, for the kingdoms themselves are still at war with the British.

1d20 Roll	Cambria	Cumbria	North	Cornwall/ Brittany	Ireland	Aquitaine
1	Cameliard	Brigantia [Malahaut]	Benoic	Devon	Dal Araide [Galeholt]	Benoit‡
2	Cameliard	Brigantia [Malahaut]	Benoic	Devon	Dal Araide [Galeholt]	Benoit‡
3	Cameliard	Brigantia [Malahaut]	Escoce	Devon	Dal Riada [Galeholt]	Benoit‡
4	Stafford [Cameliard]	Eburacum [Brigantia]	Escoce	Devon	Dal Riada [Galeholt]	Benoit‡
5	Escavalon	Eburacum [Brigantia]	Garloth	Devon	Dal Riada [Galeholt]	Benoit‡
6	Escavalon	Cambenet	Garloth	Exeter [Devon]	Dal Riada [Galeholt]	La Rochelle [Benoit]‡
7	Escavalon	Cambenet	Garloth	Jagent	Dal Riada [Galeholt]	Benwick [Benoit]‡
8	Caerwent [Escavalon]	Carduel [Cambenet]	Gorre	Jagent	Leinster	Benwick [Benoit]‡
9	Carlion [Escavalon]	Richmond [Malahaut]	Gorre	Jagent	Leinster	Ganis‡
10	Estregales	Richmond [Malahaut]	Gorre	Jagent	Leinster	Ganis‡
11	Estregales	Catterick [Richmond]	Gallowey [Gorre]	Jagent	Leinster	Ganis‡
12	Estregales	Deira [Malahaut]	Long Isles	Jagent	Leinster	Ganis‡
13	Estregales	Deira [Malahaut]	Lothian	Vannetais	Leinster	Ganis‡
14	Carmarthen [Estregales]	Nohaut	Lothian	Vannetais	Pale	Ganis‡
15	Gloucester	Nohaut	Lothian	Vannetais	Pale	Ganis‡
16	Gloucester	Ripon	City of Maidens [Lothian]	Vannetais	Pale	Ganis‡
17	Gloucester	Ripon	Strangorre	Vannetais	Pale	Trebes [Ganis]‡
18	Gloucester	Ripon	Strangorre	Nantes [Vannetais]	Meath†	Bayonne [Ganis]‡
19	Glevum [Gloucester]	Rheged	Strangorre	Rennes [Vannetais]	Munster†	Bordeaux [Ganis]‡
20	Glevum [Gloucester]	Rheged	Alclud [Strangorre]	Vannes [Vannetais]	Oriel†	Bordeaux [Ganis]‡

The Mainstream Homelands

This list includes only the Homelands. Other places exist but are not lands from which player knights come.

Alclud (City) [Strangorre, North]: Cymric/British Pagan
Bayonne (City) [Ganis, Aquitaine], Roman/Roman Chr.
Bedegraine [Logres], Cymric/British Chr.
Bedegraine (City) [Bedegraine, Logres], Cymric/British Chr.
Benoic [North], Pict/British Chr.
Benoit [Aquitaine], Aquitainian/Arian Chr.
Benwick (City) [Benoit, Aquitaine], Roman/Roman Chr.
Bordeaux (City) [Ganis, Aquitaine], Roman/Roman Chr.
Brecklands [Caerwent, Anglia Logres], Cymric/British Chr.
Brigantia [Malahaut, Cumbria], Cymric/British Chr.
Broadlands [Caerwent, Anglia; Logres], Roman/Roman Chr.
Brun [Logres], Cymric/Pagan
Caer Colun [Logres], Cymric/British Chr.
Caerwent (City) [Escavalon, Cambria], Roman/Roman Chr.
Cambenet [Cumbria], Cymric/British Chr.
Cambridge (City) [Huntington, Logres], Cymric/British Chr.
Cameliard [Cambria], Cymric/British Chr. or Pagan
Carduel (City) [Cambenet, Cumbria], Cymric/British Chr.
Carlion (City) [Escavalon, Cambria], Roman/Roman Chr.
Carmarthen (City) [Estregales, Cambria], Cymric/British Chr.
Castle of Maidens (City) [Lothian, North]: Cymric/Brit. Pagan
Catterick, (City) [Catterick, Cumbria], Cymric/British Chr.
Cheshire [Cambria], Cymric/ British Chr.
Chichester (City) [Hampshire, Logres], Cymric/British Chr.
Cirencester, (City) [Clarence, Logres], Roman/Roman Chr.
City of Legions [Cheshire, Cambria], Cymric/British Chr.
Clarence [Logres], Cymric/British Chr.
Colchester (City) [Caer Colun/Essex, Logres], Rom./Rom. Chr.
Dal Araide [Dal Riada, Ireland] Culture/Religion: Pict/Brit. Chr.
Dal Riada [Galeholt] Culture/Religion: Irish/British Christian
Deira [Malahaut/Cumbria], Saxon/Germanic Pagan
Devon [Cornwall], Cymric/British Chr.
Dorchester (City) [Dorset, Logres], Roman/Roman Chr.
Dorset [Logres], Roman/Roman Chr.
Dover (City) [Kent, Logres] Saxon, Cymric/British Christian
Dublin (City) [Leinster, Ireland], Cymric/British Chr., Irish/British Chr. (Soissons (Danish)/Norse Pagan)
Eburacum (City) [Malahaut, Cumbria], Roman/Roman Chr.
Escavalon [Cambria], Cymric/British Chr., Cymric/Pagan
Escoce [North], Pict/Pagan
Essex [Logres], Cymric/British Chr.
Estregales [Cambria], Irish/British Chr.
Exeter (City) [Devon, Cornwall], Cymric/British Chr.
Gallowey [North], Irish/British Pagan
Ganis [Aquitaine], Aquitainian/Arian Chr.
Garloth [North], Cymric/Pagan
Glevum (City) [Gloucester, Cambria], Roman/Roman Chr.
Gloucester [Cambria], Cymric/British Chr.
Gorre [North], Cymric/Pagan
Hampshire [Logres], Cymric/Mixed
Hantonne (City) [Hampshire, Logres] Cymric/Mixed
Hertford [Logres], Cymric/British Chr.
Huntington [Logres], Cymric/British Chr.
Jagent [Logres], Pict/British Chr., Pict/Heathen
Kent [Logres], Cymric/British Chr.
La Rochelle (City) [Benoit, Aquitaine], Roman/Roman Chr.
Lambor [Logres], Cymric/Pagan
Leicester (City) [Lambor, Logres], Cymric/British Chr.
Leinster [Ireland], Irish/British Chr.
Lincoln (City) [Lindsey, Logres], Cymric/British Chr.
Lindsey [Logres], Cymric/British Chr.
Lonazep [Logres], Cymric/British Chr., Cymric/Pagan
London (City) [Thamesmouth, Logres], Roman/Roman Chr.
Long Isles [Galeholt] Irish/British Christian
Lothian [North], Cymric/Pagan
Maris [Cumbria], Cymric/Pagan
Marlborough [Logres], Cymric/British Chr.
Nantes (City) [Vannetais, Brittany], Roman/Roman Chr.
Nohaut [Cumbria], Saxon/Germanic Pagan
Norwich (City) [Anglia, Caerwent, Logres], Roman/Rom. Chr.
Oxford (City) [Rydychan, Logres], Cymric/British Chr.
Pale [Ireland], Cymric/British Chr.
Peterborough (City) [Lonazep, Logres], Cymric/British Chr.
Rennes (City) [Vannetais, Brittany], Roman/Roman Chr.
Rheged [Cumbria], Cymric/Pagan
Richmond [Cumbria] Cymric/British Christian
Ripon [Malahaut] [Cumbria], Cymric/British Chr.
Roestoc [Cumbria], Cymric/Pagan
Rydychan [Logres], Cymric/British Chr.
Sarum (City) [Salisbury], Cymric/British Chr.
Salisbury [Logres], Cymric/British Chr., Cymric/ Pagan
Silchester [Logres], Cymric/British Chr.
Silchester (City) [Silchester, Logres], Roman/Roman Christian
Sorestan [Lindsey, Logres], Saxon/Germanic Pagan
St. Albans (City) [Hertford, Logres], Cymric/British Chr.
Stafford (City) [Cameliard, Cambria], Cymric/British Chr.
Staines (City) [Surrey, Logres], Cymric/British Chr.
Strangorre [North], Cymric/British Pagan
Surrey [Logres], Saxon/British Chr. or Germanic Pagan
Sussex [Logres], Cymric/British Chr.
Thamesmouth [Logres], Cymric/Roman Chr.
Tintagel [Cornwall], Cymric/Mixed
Trebes (City) [Ganis, Aquitaine], Aquitaine/ Arian Chr.
Tribruit [Logres], Cymric/British Chr.
Vannes (City) [Vannetais, Brittany], Roman/Roman Chr.
Vannetais [Cornwall, Brittany], Cymric/British Chr.
Wandborough (City) [Marlborough, Logres], Cymric/Brit. Chr.
Warwick (City) [Wuerensis, Logres], Cymric/British Chr.
Wuerensis [Logres], Cymric/British Chr./Pagan
Yarmouth [Caerwent, Anglia, Logres], British/Roman Chr.

D. Culture & Religion

Six very different cultures exist in the Mainstream Homelands. The rules present stereotypes, not individuals. These standards provide the framework for individual character creation.

In the texts below the phrases “in quotes” are the things that such characters commonly say to characterize themselves.

Stereotypes

You might want to play to stereotypes. Consider these stereotypes to be the most superficial thing that foreigners notice about this culture.

You can get away with being such a character because he acts how people expect. “Yea, he’s a snob,” or “Yea, he’s kinda spooky,” Look at the list, read the stereotypes given, and if that kind of behavior appeals to you for your character then you can play the type of knight who defends his behavior by saying, simply, “That’s how we are.”

Mainstream Cultures

Want to be a hard-working, mainstream guy?

...play a **Cymri**.

Want to be an aloof, condescending snob?

...play a **Roman**.

Want to be a determined minority, not quite trusted by most folk?

...play a **Saxon**.

Want to be an entertaining, friendly foreigner?

...play an **Irishman**.

Want to be a *scary* foreigner?

...play a **Pict**.

Want to be a sophisticated, very fashionable foreigner?

...play an **Aquitainian**.

Minimaxers!

Save yourself the trouble of counting up points.

The most advantageous character type to play is also the most common—the Cymri. All the others have some minor or major shortcoming.



Cymri



Long, long ago, “in the legendary times, before Rome was even founded,” refugees from Troy came to this island seeking their destiny. Their leader was Brutus, a grandson of Aeneas, and from his name the island was called Britain. Brutus and his men drove out the savage race of monstrous giants who inhabited it. They established relationships with the ancient gods and goddesses and with the faerie races that live underground and in hidden kingdoms. They settled far and wide, giving every place its proper name. Ever since, the Cymric people have been the dominant British people.

Cymric principles are not based on imperial aggression, like the Romans. They are based on “humility, honor, and unity” and on “recognition of our place in the land.” The Cymric peoples, or Cymri, rightfully disdain “Roman greatness,” which is based on an arrogant and selective memory. They don’t talk about the fact that the great Julius Caesar was driven off. Yes, Rome came back and “temporarily conquered” the island, settling many cities, but when the empire dissolved into civil war, it was a Briton, Constantine the Great, who took British soldiers and united it again. When Armorica was devastated by barbarians and disease, it was Britons who resettled it. So the Romans came, but the proud Cymri were not assimilated and have subsequently reasserted their national character.

Stereotype: The common people, regular, serious-minded folk who work hard and do their best for their families and the nation.

Self-image: Cymri are the upright people of this island, proud of their heritage and abilities, but not arrogant. Their ancient traditions of family and class have maintained a good way of life for centuries, and they will endure forever. They manifest a quiet certainty regarding their quality and way of life as being the best, but without being dogmatic or insistent—the fact that “everyone” is like them proves the point.

Let's Be Practical: They are everywhere and own everything. They are also skillful spear fighters, both on foot and horsed.

Names

Male: Addonwy, Aeron, Afan, Aneirin, Aeddan, Amig, Amlyn, Athrwys, Arddur, Buddfannan, Blaen, Bledri, Bradwen, Bleddig, Cadfannan, Cadfael, Cadwallon, Cilydd, Cynon, Cynfan, Cyfulch, Cynrain, Cunvelyn, Caradoc, Cibno, Ceredig, Cadlew, Cynwal, Clydno, Cynhafal, Dafydd, Defi, Dwyai, Edar, Edern, Eiddef, Erthgi, Elad, Eudaf, Eiffin, Gwefrfawr, Gwegan, Gwion, Gwyn, Gwarddur, Gwern, Gwyleged, Gwrien, Gwraid, Gorthyn, Gwaednerth, Gwengad, Brugyn, Gwenabwy, Gwrfelling, Gwair, Graid, Geriant, Gwanon, Hyfaidd, Hywel, Ieuan, Llywel, Marchlew, Moried, Morien, Madog, Morial, Mynyddog, Merin, Neilyn, Nwython, Nai, Nerthaid, Neddig, Nidian, Owain, Padern, Pedrog, Ricerch, Rhodri, Rhufon, Rhun, Sawel, Seriol, Sywno, Tathal, Tathan, Tudfwich, Tyngyr, Uren, Uwain, Ysgarran.

Female: Adwen, Annest, Angarad, Arianwen, Briant, Duddug, Collwen, Dwynwen, Eleri, Ffraid, Glesig, Glesni, Gwen, Heledd, Indeg, Leri, Lleueu, Lilo, Melangell, Meleri, Nest, Nia, Tydfil.

Pronunciation Guide: Cymric vowels are long in stressed syllables. Stress is always on the second-last syllable, except in very long names, where there is a second, lighter stress on the first syllable to help move the word along.

(c) is roughly equivalent to English *k*.

(w) is roughly equivalent to English *oo*

(dd) is roughly equivalent to

English *th*, as in *the*

(ff) is roughly equivalent to English *f*

(f) is roughly equivalent to English *v*

(ll) is the “Welsh sound,” an aspirated l-sound. Put the front of your tongue on the roof of your mouth and blow the air out the sides, between your teeth.

Religion: British Christian

“Ours is the first established Christian Church. Before Saint Peter was in Rome, the most holy Joseph of Arimathea founded his church here. And Joseph brought the Holy Grail, which is the most important relic of Christianity, for it held the blood which He spilled to redeem mankind.”

Religion: British Pagan

“Our religion is based on respect for the land and its resident powers, whom our ancestors have worshipped for uncounted generations. It is natural and local, and we wouldn’t abandon it for an upstart minority creed started by a prophet who lived far away, in a land entirely unlike ours.”



Irish

The Irish people began “in legendary times,” when the Milesians came to the mortal world and settled in the Emerald Island, Eire, which lies to the west of Britain. There they established a harmonious relationship with the spirits of the land, and a dangerous tribal rivalry that has kept them simultaneously lively and at risk. They are a proud and free people, “never conquered by the Romans or anyone else.” They love life and “live it to the fullest,” knowing how to “both enjoy and to bring enjoyment.” They have also expanded their territory and established several kingdoms on the island of Britain (Estregales, Dal Riada).

Stereotype: Easy-going people, but intensely passionate in both love and hate.

Self-image: Serious, introspective folk, concerned with their personal well-being as well as that of the clan. They live in harmony with the world, whether it is well or ill.

Let's Be Practical: They are numerous and friendly, welcome at every court because they are great entertainers.

Names

Male: Aed, Aedan, Aeducan, Ailgel, Ailill, Airechtach, Amalgaid, Art, Baetan, Baeth, Berach, Berchan, Brion, Bruatur, Carthach, Cathal, Cenn, Cerball, Colcu, Comman, Congal, Cormace, Daig, Diarmait, Donngal, Dunchad, Echen, Elodach, Eogan, Fachtna, Fedelmid, Finnachad, Flann, Guaire, Imchad, Laegaire, Lorccan, Maine, Murchad, Nathi, Ronan, Russ, Senach, Tadc, Tuathal, Ultan.

Female: Bebinn, Cron, Derbail, Dunlaith, Eithne, Finnguala, Flann, Gormlaith, Grainne, Lassar, Mor, Orlaith, Sadb, Sorcha, Una.

Pronunciation Guide:

- (a) is roughly equivalent to English *law*
- (c) is always hard, roughly equivalent to English *k*
- (d) is roughly equivalent to English *j*, as in *joy*
- (e) is roughly equivalent to English *ei*, as in *veil*
- (i) is roughly equivalent to English *ee*, as in *fee*
- (o) is roughly equivalent to English *ō*, as in *show*
- (s) is roughly equivalent to English *sh*, as in *short*
- (t) is roughly equivalent to English *ch*, as in *church*
- (ci) is roughly equivalent to English *vi*, as in *vine*
- (ow) is roughly equivalent to English *ow*, as in *owl*
- (ch) is roughly equivalent to Scottish *ch*, as in *loch*

Clan Names

Every Irishman has a loyalty to his clan. Select one from the lists here. Technically, in each name, a “Mc” prefix means “son of,” and an “O” prefix means “grandson of” or “descendant of” the person named. However, in actual practice, the prefixes mean the same thing since even the sons are of ancient times.



Similar names indicate a distant kinship, for example, the O Neils and the McNeils. Likewise, clans from different parts of the island with the same name acknowledge distant kinship.

Ailech: O Duffy, O Mulligan, O Farren, Mc Nelis, Mc Roarty, O Kenny, O Dever, Mc Grath.

Connacht: O Conor, O Flynn, O Fergus, O Finan, O Coyne, Mc Conneely, O Downey, O Nihil, O Dea, Mc Keane, Mc Donnell, O Quinn, O Brien, Mc Mahon, O Grady, O Madden, Mc Nevin.

Dal Ariade: O Neill, Mc Alister, O Lynn, O Lavery.

Dal Riada & Long Isles: Mc Donnell, O Quinn, O Hara, Mc Neill, Mc Cleary, Mc Quillian, Mc Keown, O Hood.

Leinster: O Conor Faly, O Dempsey, O Dunn, O Byrne, O Toole, Mc Morrough, Mc Gilpatrick, O Doyle, O Hartley, O Nolan, O Larkin, O Shea, O Duff, O Ronan, O Cullen.

Meath: O Kennedy, O Meagher, O Brien Arra, O Mulrain, O Conor Kerry, O Sullivan Mor, Mc Carthy Muskerry, O Callaghan, Mc Carthy Reagh, O Sullivan Beare, O Fogarty, O Noonan, O Long, O Shelly, Mc Sweeney.

Oriel: O Neill, Mc Nally, Mc Gorman, Mc Mahon, O Hagan, O Hanlon, O Breslin, Mc Ardle.

Religion: British Christian

“Joseph of Arimathea founded the first Christian Church, and from his monastery came the great and blessed Saint Patrick, who brought the new religion to Ireland where it took root like a flower in a waiting garden.”

Religion: British Pagan

“Our gods and goddesses live in the land and sky. We have revered them since the start of time. We will not abandon them for some upstart creed from far away.”

Picts

The Picts are indigenous to the island. They “grew out of the soil,” some of them from rocks and others from trees, yet others were brothers and sisters to the animals of the wild. They lived in harmony with the spirits of the world, and they communed with the giants and dwarves who inhabited it. Then “foreigners came, with wicked ways,” like farming that slices open the Great Mother’s skin. They built houses that stopped the ancient flow of power. They brought swords and war, so that the Picts withdrew to the wild places to “live in harmony” and preserve their ancient ways. They have “never been seduced to civilized softness and decadence.”

The Cruithni people of Ireland are also treated as Picts.

Stereotype: Savage tribesmen from the wilds; primitive folk who refuse to acknowledge the better ways manifested by modern living, like houses, agriculture, and the ways of modern warfare. Their ways are inherently foreign and frightening to everyone else.

Self-image: Independent, pure, and noble, always holding to the true ancient ways; uncomplicated, with simple, old-fashioned values and a natural affinity with Nature.

Let’s Be Practical: The Picts have a way of life that does not depend on outside forces, but only on themselves. They are practical and don’t let foolish attitudes get in the way of survival. (Note that it’s difficult for Picts to maintain this attitude and still be knights, but they can manage it—after all, is it not practical to adopt the ways that allow them to keep their independence and meet their foes as equals?)

Names

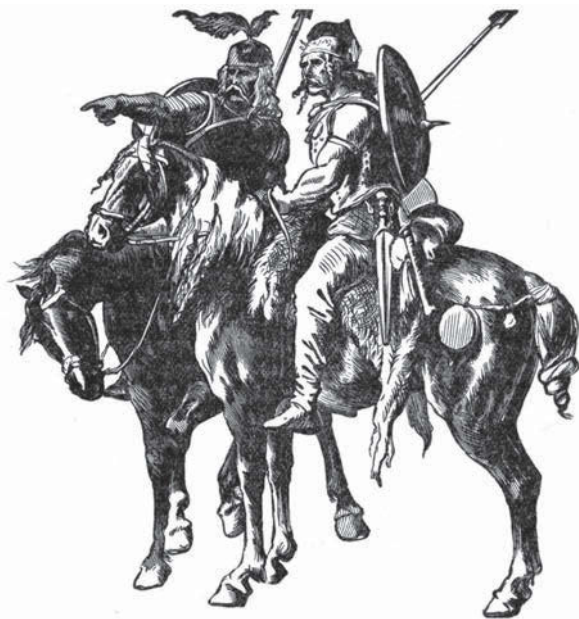
Male: Aenbecan, Allcallorred, Alpin, Angus Breidei, Breth, Bridei, Broichan, Brude, Buban, Caitarni, Caltram, Carvorst, Castantin, Cian, Cimoiod, Ciniath, Cinioch, Ciniod, Crautreic, Denbecan, Deocillimon, Deocilunon, Deoord, Deort, Domech, Domelch, Drest, Drosten, Druisten, Drust, Drustagnos, Eddarmonn, Elpin, Eoganan, Forcus, Gailtram, Galam, Galan, Galanan, Gartnaich, Gartnait, Gartnaith, Gede, Gest, Golistan, Irb, Llifiau, Lutrin, Maelchon, Mailcon, Melcon, Morleo, Nechtan, Nehhton, Oengus, Onnist, Onuis, Onuist, Oswiu, Peithan, Pidarnoin, Talluorh, Talorc, Talorcan, Talore, Talorgen, Tarain, Taran, Tharain, Uid, Uist, Unen, Unuist, Uoret, Uuroid Uvan, Wid, Wroid

Female: No female Pictish names have been recorded in history. Use Cymric names.

Religion: British Christian

Some lowland Picts have been converted to Christianity thanks to the efforts of Saint Ninnian about a century ago.

“Christ came to the world to save our souls and lead us to



Eternal Life, and to free us from the bonds of savagery. The good Saint Ninnian showed our forefathers the true way to Salvation, and we will not dishonor their decision with heathen practices.”

Religion: Heathenism

“Nature is harsh and unpredictable. We live as our ancestors lived, and do whatever we must do to live in harmony with those fierce powers. To do otherwise is foolish and invites the reprisal of Nature, which no man or god can withstand.”

Pict & Saxon Homelands in Logres

To provide a variety of starting options for player cultures, two lands in Logres have received very original treatment. These are included to allow characters of these cultures to participate from the earliest campaign, should this be desired.

Surrey (former county of Windsor) is a Saxon Homeland now, but one that is loyal to the king of Logres, and largely Christian, with some among them retaining their old worship.

Jagent is similarly a Pictish homeland, originally settled by mercenaries brought down to watch over the Cornish. They too are largely Christian, though some are spiritually conservative.

Romans

Long ago, “in ancient times,” the noble Roman Empire conquered and civilized this land. It ruled all of Britain—indeed, all the world. Due to decadence and selfishness, the whole Empire collapsed except for one part—Britain, thanks to the ancestors of the present-day Roman Britons. These are the Old Families of the “ancient aristocracy.” The urban Britons revere their Roman heritage, especially their legal system that has maintained the “peaceful imperial times.”

Stereotype: Upper-class snobs, rich folk who take their status as “given.” Most are condescending because they know they deserve their place, though the *equites* hold up their privilege by actually doing the noble and dangerous task of defending the land.

Self-image: One ought to maintain a sensible distance and exhibit impersonal treatment toward everyone common, but among well-educated Romans there exists also a *noblesse oblige* to oversee and protect the “lesser folk” simply because it is “good for the state.”

Let’s Be Practical: They can read Latin. Thus they know many of the secrets that only the clergy have access to. Finally, they know Law.

Plebeians

The old Roman cities provide a life for many residents because they are trade centers. The commoners there often call themselves Romans, too. These are the plebeians of urban life, the numerous lower classes. No player characters come from this group. The amount of money required to be an *equites* is simply too great, or (more likely) the lifestyle is too dangerous for plebeians to pursue.

Names

Male: Albanus, Agorix, Arcavius, Avitus, Belletor, Burcanius, Caletus, Caracturus, Catianus, Cunobarrus, Cervidus, Dagwaldus, Decmus, Donicus, Dumnorix, Egbutius, Elvorix, Galerius, Gessius, Ingenvirius, Isatis, Ivimar, Luonercus, Litumarus, Leddicus, Lupinus, Maccalus, Macrinus, Magunnus, Marullinus, Metunus, Molacus, Nemnogenus, Nonius, Novellius, Olennius, Pertacus, Primanus, Nertomarus, Sarimarcus, Sudrenus, Tanicus, Taurinus, Trenus, Vepgenus, Vibennis, Vitalinus, Ulprus, Voteporix.

Female: Except for the names ending

in -rix, all male names can be feminized by changing the ending to “ia.” Thus Arcavius becomes Arcavia.

Pronunciation Guide: Remember that all *c*’s are hard in Latin, like English *k*.

Religion: Roman Christian

The Romans live in cities, and those cities all have bishops who obey the great hierarchy ordained by Saint Peter, the favored apostle of Jesus. Saint Peter established The Church in distant Rome, where the Pope is his spiritual heir, and who continues the mission of the One Church. Thus, Romans are naturally all Roman Christian.

“Saint Peter was the favorite of Our Lord Jesus, and he founded the only True Church. It guided the Roman Empire, and it has survived intact as our organization of bishops. Of course we obey the Pope.”



Saxons

The Saxons arose when the ancient gods made the first people from trees. They walked with the gods and have interbred with the great and small among them. The gods made people to have allies against the giants and subterranean forces of Nature. They made different tribes of people so they would compete with each other to manifest the virtues that make humans great. Humans are beings of “courage, individuality, loyalty, and honor.” These virtues were distributed among the many peoples, thus creating the different tribes who settled in various regions of the continent. The actual Saxon tribes comprise a large group, but other significantly large groups include the Jutes and Angles; all three were driven from their ancestral homelands by the hostile Danes. In Britain they reasserted themselves by conquering and settling this land.

Stereotype: Big, slow, unsophisticated people who rely on their size and physical intimidation to get their way rather than respecting the law and custom of the land.

Self-image: Strong, independent people who rely only on themselves and who will not bend to the will of any soft and decadent folk.

Let's Be Practical: It is difficult for them to obtain knighthood, but once knighted, they have what it takes for success: they are big, handsome and murderous.

Saxon Knights

Saxon knights can be played as coming from two sources. First, Surrey is a Saxon land loyal to Logres, whether ruled by King Uther or King Arthur. Second, Saxon knights can be played after 530.

At the start of the campaign most Saxons are enemies, and are conquered by King Arthur in 518. Afterwards their descendants are mostly peasants, perhaps sullen or happy depending upon their lords. But during the years from 518-530 some Saxon youths are recruited into the knightly armies because of their strength, loyalty, and skill at arms. Since they know their fathers were killed by King Arthur's men there might be some mental and emotional conflict. Yet, they have grown up under Cymric tutelage, and the ones who become knights will have accepted the reality of Arthur's rule. They may keep their ancient attitudes (Traits), but they have directed their loyalty to their liege lords rather than trying to maintain their independence.

This loyalty is not seen as a sign of weakness among them, but rather as one of adaptability. They were, after all, selected as squires because they showed loyalty and promise; their selection is a point of honor and pride. Nonetheless, as Saxons, many still have a touch of inferiority and shame that provokes a minority mindset, often manifest as a desire to excel at all costs.



Names

Male: Aelfric, Aesewine, Bassa, Beorhtric, Caedwalla, Caewlin, Centwine, Cenwalch, Cerdic, Coelred, Coelric, Coelwulf, Coenhelm, Conerad, Conewalch, Coenwulf, Cuthbert, Cuthred, Cuthwulf, Cyneagils, Cynewulf, Cynric, Eadbald, Eadberht, Eadric, Eardwulf, Edwin, Edgert, Ethilfrith, Ethelheard, Ethelred, Ethelwulf, Hengest, Hlothere, Horsa, Ine, Octa, Oeric, Osric, Oswald, Oswine, Oswulf, Oswy, Peada, Penda, Sigebryht, Wihtred, Wulfhere.

Female: Aelflaed, Aelgifu, Aethelred, Burhred, Cuthburh, Cyneburh, Eadgifu, Eadgyth, Eadhild, Ealhred, Eormenburh, Hereswith, Raedburh, Sexburh, Wihtburh.

Religion: Germanic Pagan

Germanic paganism reveres a pantheon of gods and goddesses. The chief god of the nobles and warriors is Wotan, the all-seeing god of kings, warriors, and poets. Seax is the sword and war god.

“We worship the gods of our ancestors. Our gods have led us in peace and in war, and their blood runs in our veins. It would be folly to abandon that history.”

Religion: British Christian

Some Saxons may have converted to the faith of their lords.

“The God of the victors is clearly the God of Victory, and we are wise to emulate the winners in their worship as well as their ways of war. We accept the new faith and swear to defend it against desecrators and heretics.”

However, their conversion is often more in name than in practice, as revealed by their Traits. See: pg. 45.

Aquitainians

The Aquitainians are Goths, Visigoths to be precise. The Goths were created when their war god mixed the blood of conquered foes with dirt to make a hardy race of warriors. They originally lived on the wild and savage isle of Scandza, far to the north and the east. Its wild forests and harsh, wintery plains made them tough. Then the Goths left there upon their horses, “always seeking better ways,” and came to Scythia. There they divided into two tribes; first were the Visigoths, the others were the unimportant Ostrogoths.

The Visigoths sought better pastures, and so they came south. The Romans resisted, but lost in battle, and so the Visigoths lived among them in Italy, a mild land that could have made them soft. A hundred years ago the Roman emperor asked the Visigoths to settle the lands of Gaul and Iberia and defend them from savage barbarians. It was a ruse. When the warriors left to conquer, the treacherous Emperor massacred the wives and children of the Visigoth soldiers. For revenge, they sacked Rome and afterwards have ruled their lands without overlord. The victorious Visigoth king divided his lands among his loyal followers. At that time he gave Aquitaine to the care of the great *regulus* (king) Lancelot, grandfather of Sir Lancelot of legend.

The arrogance and cruelty of the Romans had brought about their own downfall, but they also had many admirable features which King Lancelot preserved. Thus the Aquitainians also kept their ancestral virtues and religion which had brought them their successes. Thus they “combine the best of their own ancient ways and those of the Romans.” When King Lancelot died he divided the land between his two sons, Ban and Bors.

Aquitaine is the land of the troubadours, noble singers who know all the ways of love. Thus, such knights have good skills at poetry and entertainment, but more importantly, the special skill of *Venery*. Venery is the skill of love, and the characters with this can use it in place of both Flirt and Romance, as they wish.

Stereotype: Arrogant continental nobility, even a little soft since they so prefer the ways of love.

Self Image: Sophisticated continental nobility, where *noblesse oblige* is a virtue of the nobles, who wisely and benevolently oversee their vassals of all classes.

Let's Be Practical: These are sophisticated, cultured people, able to charm, make poetry *and* read. They are from the land of Sir Lancelot.

Names

Male: Achila, Agila, Ardo, Alaric, Athanagild, Braulio, Bulgar, Chindasuinth, Chintila, Cison, Egica, Ervig, Euric, Gundemar, Hanna, Heraus, Hermenegild, Hermenigild, Ildefonsus, Isidore, Iudila, Julian, Leander, Leovigild, Liuva, Reccared, Recared, Reccesuinth, Receswinth, Roderic, Sembe, Senius, Sisbert, Sisebut, Sisenand, Suinthila, Suniefred, Theoderic, Theudisclus, Thorismund, Tulga, Wamba, Witteric, Wittiza

Female: Brunhilda, Florentina, Elaine, Eleanor

Religion: Arian Christianity

“Saint Arius has taught us the truth, and our bishops follow that. We know that Jesus Christ did not exist for all eternity, but was created by God the Father. Our forefathers were taught this and it has guided us to our great status.”



E. Your Lord

A knight's chance of wealth and good training depend to some extent on the kind of governance under which he lives: feudal, tribal, and urban systems differ. Connections by blood and loyalty are important, but ultimately everything depends upon having a good patron.

Governments change over the course of *The Great Pendragon Campaign*. They get more complex with more layers of upper noble ranking.

The type of government is determined by a character's homeland and the current game Period. Based on these criteria, determine the character's immediate liege lord. This is the lord to whom the player knight owes his loyalty and duty.

Find Your Liege

If your Gamemaster has recommended a particular liege lord, just write his name and/or title in.

If you can have a randomly generated liege lord, then you will follow these steps:

1. Find your Homeland on the Form of Society Tables, starting on pg. 31 and ending on pg. 33 and cross-reference it with the current Period.
2. Next, go to Table 16: Liege Lords, on pg. 34. Then either choose and record your character's liege; or roll on the Liege Lord Tables to find out whom your knight owes fealty to. (This

is also the lord who knights you.)

3. Write the title of your liege lord into the correct space on your character sheet. Most of the time, only a title is known (or necessary). Your Gamemaster will supply the name of your lord.

Forms of Society

The three possible forms of society are *feudal*, *tribal*, and *urban*.

Feudal society is normal. It has a noble hierarchy with kings at the top, then ranks of nobility, all based on the liege/vassal relationship.

Tribal society has an aristocratic class (generally with attendant advisors and elite warriors) and several interdependent clans. Clans membership is of socially equal free-holders, all of them trained to be warriors in an emergency.

Urban society has a city council that rules by long-established tradition, based on Roman principles (though often without having retained Roman identification). The rich run things, and the commoners work. The plutocracy coordinates the many various power groups of the city; these leaders are the burghers of the city, the wealthy owners of land and businesses. The council oversees the interests of the guilds, markets, and trading companies (as sources of income), and, of course, defense.



Table 9: Form of Society - Logres

Kingdom, County or City	Uther	Anarchy	Boy King	Conquest	Romance	Tournament	Grail Quest/ Twilight
Bedegraine	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 3	Feudal 3	Feudal 3
Brecklands	Feudal 1	—	—	Feudal 2	Feudal 3	Feudal 3	Feudal 3
Broadlands	Feudal 1	—	—	Feudal 2	Feudal 3	Feudal 3	Feudal 3
Brun	—	—	—	—	Feudal 1	Feudal 2	Feudal 2
Caercolon	Feudal 1	—	—	—	—	—	—
Cambridge (Huntington)	Urban 2	Urban 1	Urban 1	Urban 2	Urban 2	Urban 2	Urban 2
Chichester (Hampshire)	Feudal 1	Feudal 1	—	Urban 1	Urban 1	Urban 2	Urban 2
Cirencester (Clarence)	Urban 2	Urban 1	Urban 2	Urban 2	Urban 2	Urban 3	Urban 3
Clarence	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Colchester (Caercolon/Essex)	Urban 2	—	—	Urban 2	Urban 2	Urban 2	Urban 2
Dorchester (Dorset)	—	Urban 1	Urban 1	Urban 1	Urban 2	Urban 2	Urban 2
Dorset	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Dover (Kent)	—	—	—	Feudal 1	Feudal 2	Feudal 2	Feudal 3
Essex	—	—	—	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Hampshire	Feudal 1	Feudal 1	—	Feudal 2	Feudal 3	Feudal 3	Feudal 3
Hantonne	Urban 2	Urban 1	—	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Hertford	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Huntington	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Jagent	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 3
Kent	—	—	—	Feudal 1	Feudal 2	Feudal 2	Feudal 3
Lambor	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Leicester (Lambor)	Urban 2	Urban 1	Urban 1	Urban 2	Urban 2	Urban 2	Urban 2
Lincoln (Lindsey)	Urban 2	Urban 1	Urban 2	Urban 2	Urban 2	Urban 3	Urban 3
Lindsey	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Lonazep	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
London	Urban 3	Urban 2	Urban 2	Urban 3	Urban 3	Urban 3	Urban 3
Marlborough	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 3	Feudal 3
Norwich (Broadlands)	Urban 3	—	—	Urban 3	Urban 3	Urban 3	Urban 3
Oxford (Rydychan)	—	—	—	Urban 2	Urban 2	Urban 2	Urban 2
Peterborough	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Urban 3
Rydychan	—	—	—	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Salisbury	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Sarum (Salisbury)	Urban 2	Urban 1	Urban 2	Urban 2	Urban 2	Urban 2	Urban 2
Sorestan	—	—	—	Tribal 2	Tribal 3	Tribal 3	Tribal 3
Silchester (Silchester)	Urban 2	Urban 1	Urban 1	Urban 2	Urban 2	Urban 2	Urban 2
Silchester	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 3	Feudal 3
St. Albans (Hertford)	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Staines (Surrey)	Urban 2	Urban 1	Urban 2	Urban 2	Urban 2	Urban 2	Urban 3
Surrey	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3

This table continues on the next page.



Table 9: Form of Society - Logres (Continued)

Sussex	—	—	—	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Thamesmouth	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 3	Feudal 3
Tribruit	—	—	—	Feudal 2	Feudal 2	Feudal 2	Feudal 2
Wandborough (Marlborough)	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 3
Warwick	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3	Feudal 3
Wuerensis	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Yarmouth	Feudal 1	—	—	Feudal 2	Feudal 3	Feudal 3	Feudal 3

Table 10: Form of Society - Cambria

Kingdom, County or City	Uther	Anarchy	Boy King	Conquest	Romance	Tournament	Grail Quest/ Twilight
Caerwent (Escavalon)	Urban 2	Urban 1	Urban 2	Urban 2	Urban 2	Urban 2	Urban 2
Camarthen (Estregales)	Urban 1	Urban 1	Urban 1	Urban 2	Urban 2	Urban 2	Urban 2
Cameliard	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3	Feudal 3
Carlion (Escavalon)	Urban 1	Urban 1	Urban 1	Urban 1	Urban 1	Urban 2	Urban 2
Cheshire	Feudal 1	Tribal 2 (Cymric)	Feudal 1	—	Feudal 2	Feudal 2	Feudal 2
City of Legions (Cheshire)	Urban 2	Urban 1	Urban 1	—	Urban 2	Urban 3	Urban 3
Escavalon	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3	Feudal 3
Estregales	Feudal 2	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Glevum (Gloucester)	Urban 2	Urban 1	Urban 1	Urban 1	Urban 1	Urban 3	Urban 3
Gloucester	Feudal 1	Feudal 1	Feudal 2	Feudal 1	Feudal 2	Feudal 2	Feudal 3
Stafford (Cameliard)	Urban 1	Urban 1	Urban 1	Urban 1	Urban 1	Urban 2	Urban 2

Table 11: Form of Society - Cumbria

Kingdom, County or City	Uther	Anarchy	Boy King	Conquest	Romance	Tournament	Grail Quest/ Twilight
Brigantia	Feudal 1	Feudal 1	—	Feudal 1	Feudal 2	Feudal 2	Feudal 3
Cambenet	—	—	—	Feudal 1	Feudal 2	Feudal 2	Feudal 3
Carduel (Cambenet)	—	—	—	Urban 2	Urban 2	Urban 3	Urban 3
Catterick (Malahaut)	Urban 1	Urban 1	Urban 1	Urban 1	Urban 1	Urban 2	Urban 2
Deira	—	—	—	Feudal 1	Feudal 1	Feudal 1	Feudal 1
Eburacum (Brigantia)	Urban 3	Urban 2	—	Urban 2	Urban 2	Urban 3	Urban 3
Maris	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 1
Nohaut	—	—	—	—	Feudal 1	Feudal 1	Feudal 1
Richmond	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 3
Ripon	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 3
Roestoc	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2
Rheged	—	—	—	Tribal 2 (Cymric)	Tribal 2 (Cymric)	Feudal 1	Feudal 2





Table 12: Form of Society - Cornwall

Kingdom, County or City	Uther	Anarchy	Boy King	Conquest	Romance	Tournament	Grail Quest/ Twilight
Devon	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 3
Exeter (Devon)	Urban 1	Urban 1	Urban 1	Urban 2	Urban 2	Urban 3	Urban 3
Jagent	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 2	Feudal 2	Feudal 3
Tintagel	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 1	Feudal 3

Table 13: Form of Society - Brittany

Kingdom, County or City	Uther	Anarchy	Boy King	Conquest	Romance	Tournament	Grail Quest/ Twilight
Nantes (Vannetais)	Urban 2	Urban 1	Urban 2	Urban 2	Urban 2	Urban 3	Urban 3
Rennes (Vannetais)	Urban 2	Urban 1	Urban 2	Urban 2	Urban 2	Urban 3	Urban 3
Vannes (Vannetais)	Urban 2	Urban 2	Urban 2	Urban 2	Urban 2	Urban 3	Urban 3
Vannetais	Feudal 1	Feudal 2	Feudal 2	Feudal 2	Feudal 2	Feudal 2	Feudal 3

Table 14: Form of Society - Ireland

Kingdom, County or City	Uther	Anarchy	Boy King	Conquest	Romance	Tournament	Grail Quest/ Twilight
Dal Araide [Dal Riada]	—	—	—	—	Feudal 1	Feudal 1	Feudal 1
Dal Riada [Galeholt]	—	—	—	—	Feudal 1	Feudal 2	Feudal 2
Dublin (Pale)	—	—	—	—	Feudal 2	Feudal 1	Feudal 3
Leinster	—	—	—	Tribal 3	Feudal 2	Feudal 2	Feudal 2
Pale	—	—	—	—	Feudal 1	Feudal 1	Feudal 1

Table 15: Form of Society - Aquitaine

Kingdom, County or City	Uther	Anarchy	Boy King	Conquest	Romance	Tournament	Grail Quest/ Twilight
Bayonne (Ganis)	Urban 2	Urban 2	Urban 2	Feudal 1	Feudal 1	Feudal 1	Feudal 1
Benoit	Feudal 2	Feudal 2	Feudal 2	Feudal 1	Feudal 1	Feudal 1	Feudal 1
Benwick (Benoit)	Urban 2	Urban 2	Urban 2	Feudal 1	Feudal 1	Feudal 1	Feudal 1
Bordeaux (Ganis)	Urban 3	Urban 3	Urban 3	Urban 3	Urban 3	Urban 3	Urban 3
Ganis	Feudal 2	Feudal 2	Feudal 2	Feudal 1	Feudal 1	Feudal 1	Feudal 1
La Rochelle (Benoit)	Urban 1	Urban 1	Urban 1	Urban 1	Urban 1	Urban 1	Urban 2
Trebes (Ganis)	Urban 1	Urban 1	Urban 1	Urban 2	Urban 2	Urban 2	Urban 2



Finding Your Liege Lord

After finding your Form of Society from the previous tables, now roll 1d20 on the table below. The result will give you the title of your player knight's liege lord. This is the person to whom you swore an oath of loyalty. You have a Loyalty (lord) to him.

In all of the following tables, "ruler" indicates the ruler of the Homelands. In Logres this is usually an earl; or (outside of Logres) a king. Ask the Gamemaster for his name.

"Sub Ruler" (if any) means the liege is not the king, but one of his noble vassals (duke, earl, etc.) *if such exist in the kingdom*. Small kingdoms will not have sub rulers, and in such cases the Ruler is the liege lord. The sub ruler of a county or dukedom would be a banneret.

For "Deputy Officers," roll on the Officer Table to find whose deputy the lord is.

Definitions of these liege lords are given later, in the section Lords of Britain (All Societies), on pgs. 31-33.

Table 16: Liege Lords

Feudal 1: Dark Ages

A location with a "Feudal 1" form of government has a Dark Ages level of feudalism, with few ranks of hierarchy. The available ranks are High King, King, Duke, Earl/Count, Baron, Knight, and Esquire.

d20 Roll	Result
01-08	Ruler
09-12	Sub Ruler (if any)
13-14	Officer (roll on Officer Table)
15-20	Deputy Officer

Officer Table

d20 Roll	Result
01-10	Castellan
11-12	Butler
13-14	Chamberlain
15-16	Justiciar
17-18	Marshall
19-20	Seneschal

Feudal 2: Early Middle Ages

Available ranks: High King, King, Duke, Earl/Count, Baron, Banneret, Knight, Esquire.

d20 Roll	Result
01-05	Ruler
06-12	Sub Ruler (if any)
13-14	Officer (roll on Officer Table)
15-18	Deputy Officer
19-20	Banneret

Officer Table

d20 Roll	Result
01	Admiral
02-10	Castellan
11	Butler
12	Chamberlain
13	Chancellor
14	Forester
15	Justiciar
16	Marshall
17-18	Seneschal
19-20	Sheriff

Feudal 3: Late Middle Ages

Noble ranks: High King, King, Duke, Marquis, Earl/Count, Viscount, Baron, Banneret, Knight, Esquire.

d20 Roll	Result
01-02	Ruler
03-06	Sub Ruler (if any)
07-10	Officer (roll on Officer Table)
11-15	Deputy Officer
16-20	Banneret

Officer Table

d20 Roll	Result
01	Admiral
02-03	Constable
04-10	Castellan
11	Butler
12	Chamberlain
13	Chancellor
14	Forester
15	Justiciar
16	Marshall
17-18	Seneschal
19-20	Sheriff

Why am I an Admiral's vassal in a landlocked homeland?

The admiral is a royal position, and of course it is a job at sea. However, the money to finance the job comes from a variety of sources; thus the admiral rules over any number of inland holdings.

This table continues on the next page.

Are tribal warriors really knights?

The term knight in this game is restricted to the medieval definition prevalent in the setting. Thus these tribal warriors are not, strictly speaking, "knights."

However, the knightly code is mainly a martial ethic, which also exists in these tribal societies. Knights all recognize a class-based familiarity with all other knights within their own culture, and may extend this to comparable members of other societies. Tribal warriors will all have undergone some sort of investiture ritual, similar to being knighted. So tribal warriors are not knights, per se, but are possibly accorded the same type of respect that a knight would give a foreign knight.

Tribal 1

A "Tribal 1" culture is simple and primitive. The people are clan-centered (represented by Love [family]), with no permanent higher form of government. Leaders may arise in a widespread crises to be temporary kings; in some cases, force of personality may allow them to keep the organization together during their lifetime. These kinds of areas are generally impoverished and cut off from neighbors.

d20 Roll	Result
1-9	Famous Warrior
10-15	Clan Chief
16-20	Tribal King

Tribal 2

In these tribes the clans recognize a permanent traditional hierarchy, generally ruled by someone of divine or semi-divine origin (i.e., descent from Lleu among Pagans; from Wotan among the Saxons; etc.) or of famous lineage (i.e., King Coel in Malahaut, King Lear or Lucius in Logres, King Melga of the Picts, etc.)

d20 Roll	Result
01-04	Famous Warrior
05-07	Clan Chief
08-10	Officer (roll below)
11-20	Tribal King

Officer Table

d6 Roll	Result
01	Bodyguard
02	Cup-bearer
03	Warlord
04-06	Advisor

Tribal 3

The clans of this tribe have a permanent tribal hierarchy, and are also sufficiently influenced by feudal ways to have a company of knights guarding the king. (We'll call them "tribal knights.")

d20 Roll	Result
01-04	Clan Chief
05-10	Officer
11-20	Tribal King

Officer Table

d6 Roll	Result
01	Bodyguard
02	Cup-bearer
03	Warlord
04	Master of Horse
05-06	Advisor

Urban 1

An "Urban 1" city is an unincorporated population center under the external rule of the local king or earl. It is primarily a market center and probably a fortress.

d20 Roll	Result
01-15	Unit Commander
16-20	Vassal of Nearest King or Earl

Urban 2

An "Urban 2" city is a Roman municipality. It is a market center, stronghold and manufacturing center. It operates under ancient Roman law and has maintained its prerogatives and rights. It has a certain amount of self-governance but little freedom, being under the command of local noblemen.

d20 Roll	Result
01-5	Unit Commander
06-10	Equites of Aristocrat Family
11-13	Bishop
14-20	Vassal of Nearest King or Earl

Urban 3

This is a royal chartered city. King Arthur issues charters to certain cities that give them the right of self-governance, to hold their own assembly and be free from local lords. Furthermore, they have the rights to build walls, levy troops, set taxes on inhabitants, have a permanent market, to petition directly to King Arthur, set their own weights and measures and levy their own troops. In return they pay taxes to the king, who also has the right to ask for certain favors. It is a market center, stronghold and manufacturing center.

d20 Roll	Result
01-05	Unit Commander
06-08	Bishop
09-17	Equites of Aristocrat Family
18-20	Freeholding Equites



Lords of Britain (All Societies)

Here are definitions of the lords that your knight may be a vassal to, or that might have been his father. (Many of these are defined already in the *King Arthur Pendragon* 5th ed. core rulebook.)

Banneret: A banneret is a landed knight who has several other knights who follow him in battle. He is allowed to have a small banner on his lance to serve as a rallying point for his men. See: *King Arthur Pendragon* 5th ed., pgs. 134–135.

Baron: A baron is a tenant-in-chief of a king. Thus earls, dukes etc. are also barons.

Bishop: Bishops, acting for the church, are noblemen and landholders, especially in and around the old Roman cities.

Bretwalda: A Saxon High King.

Clan Chief: Clan chiefs are individuals who lead their clan in its decisions and who are accorded respect and income as a result. Sons of chieftains are motivated to embody the virtue of honor, which reflects favorably upon the prestige of the clan.

Churchman: Christian churchmen are not necessarily celibate during the Pendragon period, so they might have sons who take up the profession of arms. Alternately, a player knight may have retired from knighthood and entered the church during the time when his son was growing up. In either case, this information is used for his son's background. Otherwise, it is not possible to have a character with this background without GM approval.

Clan Chief: The chief of a clan is more like a family leader than an elected official. He directs the efforts of several families, most of whom work the fields to provide the leaders and warriors with arms and armor. They are not peasants, they are free men and women (who might have slaves). They can remove the chief if they wish, so the demands of his leadership are quite different from appointed noble lords.

Count: Count is the continental name for Earl. The titles are often used interchangeably and the wife of an earl is a countess.

Druid: Gamemasters must give permission for this background; it is intended only for generating a player knight whose father was a druid.

Duke: A duke is the highest noble rank beneath king and queen, generally conferred upon someone who holds a duchy. A duke's wife is a duchess.

Earl: An earl is the noble rank below marquis and above viscount. It is the equivalent of count, and an earl's wife is titled countess.

Equites: An Equites is a Roman nobleman who has taken up the profession of knightly arms. The "liege lord" is really the family itself. The old aristocratic families have a duty

to defend the realm and to provide military leadership. Thus, from among them come the proud equites (knights) of a family.

Esquire: An Esquire is a nobleman who has not been knighted. The term "Squire" in *Pendragon*, always indicates a squire-in-training, who will become a knight. An esquire differs from a squire only in that he has reached his age of majority, and that he is not going to become a knight. See: *Esquires in Play*, on pg. 38.

Esquire at Arms (mounted): An Esquire at arms (mounted) is a nobleman who has undergone knightly training but somehow not qualified for knighthood, yet who serves as a mounted combatant—a knight in everything but name and honor accorded. Such men may work for a specific lord, but are often mercenaries as well.

Esquire at Arms (superior man-at-arms): An Esquire outfitted as a superior man-at-arms is a nobleman who has undergone knightly training but somehow not qualified for knighthood, and who now serves as a foot soldier. Such men may work for a specific lord, but are often mercenaries as well.

Famous Warrior: A famous warrior is well equipped and has considerable training or experience, thus rising well above an ordinary warrior. Leadership in tribal culture is heavily dependent on personal charisma and reputation. Famous individuals attract sworn followers through acts of courage, leadership, and generosity. They are not kings or nobles, just successful.

Equites of Aristocrat Family: The aristocrats of the city are the wealthy urban elite. They are the plutocrats, the owners of industry, keepers of trade, and leaders of the city council.

Feudal Officer: An officer is a knight who has been given responsibility to oversee some specific duty in the domain. There are no "general officers," but each is given a specific job as listed separately below.

Freeholding Equites: All cities own the lands surrounding them, and those lands are owned by the "lieges," who are the aristocratic families. So the "liege lord" is really the family, once again. The "freeholders" owe their allegiance only to themselves and the city, without a formal feudal-type of oath.

High King: When a king rules over other kings he is called a High King. In Britain King Arthur is the High King. A similar position is held in Ireland, and among the Saxons it is the Bretwalda. In some cases Emperor is used in the same sense, and after King Arthur conquers Rome he is sometimes titled Emperor.

King: A monarch, or head of state, with no higher ranking noble. The wife of a king is a queen and their children are princes and princesses.



Knight, Household: Household knight is the most common form of knighthood. The knight lives in his liege lord's castle and serves as a guard there, both as bodyguard to the king and as a fighter in the standing army.

Knight, Vassal: A vassal knight is one who has his own manor to oversee; he lives off of its income. See: *King Arthur Pendragon* 5th ed., pg. 134.

Lord: A lord is a nobleman of higher rank than a knight. All lords are also knights. See: *King Arthur Pendragon* 5th ed., pgs. 135-138.

Sergeant: A sergeant is a combatant who is outfitted as a knight, but who is not a nobleman. These men generally serve as mercenaries during the warring season, and live off their earnings the rest of the year (though many are also bandits during the off-season...).

Man-at-Arms: A Man-at-Arms is a professional, elite soldier, generally not a nobleman or descended from noblemen, but respected for his skill.

Marquis: Marquis (pronounced mar-ki) is a noble rank below a duke and above an earl. The wife of a marquis is a marquise (mar-kiz). An alternative spelling (and pronunciation) is marquess (mar-kwis) and marchioness (mar-shi-oh-ness).

Officer to High Court: An Officer to the High Court is an officer who works directly for High King Arthur. These men are generally well known: Sir Kay is Seneschal, Sir Griflet is Marshall, etc.

To start a character who is a son of one of these famous men is extraordinary and requires the permission of the Gamemaster.

Officer to Higher Nobleman: An Officer to a Higher Nobleman is an officer who works directly for one of the dukes, earls, or lesser kings of the land.

- **Admiral:** Three Admirals oversee the naval forces of King Arthur. One heads the Thetford Fleet, one the Portsmouth Fleet, and one the Glevum Fleet.
- **Butler:** The Butler is a knight who oversees the "bottlery," or the food supplies, of a castle.
- **Castellan:** The Castellan is a knight who oversees a specific castle as its garrison commander.
- **Chamberlain:** The Chamberlain is a knight who oversees his lord's personal chambers. This generally includes the treasury, which is kept locked away in the safest part of the castle—the noble's own room. Within a short time, the title Chamberlain comes to mean "Treasurer."
- **Chancellor:** The Chancellor is a knight who holds the seal (generally a signet ring) that is used to mark documents as official. He is usually selected because he is hard-working, and familiar with papers and administration. He must be extremely loyal and honest

because he has the power to make anything official.

- **Commissioner:** A Commissioner is the person who raises an army for a specific purpose. He is told the number of troops of each type, where to muster them, is given a certain amount of money to do the job, and leads them during the campaign. It is always only a temporary position, lasting as long as the army is commanded. It is typically given to a ranking noble, who then commissions other Deputy Commissioners to do the actual work.
- **Constable:** A Constable is an officer charged with raising an army, generally from a region, holding, or other discrete location. He is responsible for keeping it equipped and in training, and probably leads it as a battalion in battle. Deputy Constables generally raise and lead units in the field.
- **Deputy Officer:** Deputy officers are knights who are commonly appointed by an office holder to do the actual work of the office. Thus, the work is done by deputies, who get a stipend for their efforts, while the actual Glory goes to the office holder himself.
- **Forester:** A Forester is a knight who oversees a forest that has been set aside for royal or noble hunting. Not all "forests" are thick with trees, though most are.
- **Justiciar:** A Justiciar, also called Justice of the Peace, is a knight who oversees the king's courts of justice in a region, generally several counties. He or his deputy is required to be present for court cases that come before the Royal Court.
- **Marshall:** The Marshall is a knight who oversees an army in its entirety, outranking the regional constables.
- **Seneschal:** The Seneschal, or Steward, is a knight who oversees the household servants of a castle, county, or kingdom. This is an extremely important task with tremendous responsibilities and privileges.
- **Sheriff:** The Sheriff is a knight who oversees a shire or county in the king's name, acting as a royal agent to defend the king's prerogatives, to take care of the commoners, and to enforce the law.
- **Steward:** See Seneschal.

Queen: The wife of a king is a queen; also the title of a female sovereign.

Tribal King: A tribal king is the ruler of many clans. He is generally of a royal lineage, the descendant of a god or ancient hero. His bloodline allows him to be king, but his personal leadership skills and success determine whether his followers will obey him. He must satisfy their needs and desires to keep his office, unlike appointed nobles.

Tribal Officer: An officer in tribal culture is a warrior or holy person whom the king or chieftain has appointed to oversee some specific duty. These jobs are not inherited—they



are awarded for merit, kinship, or favoritism. They can be removed at the king's whim.

- **Advisor:** Advisors are people close to the king who have proved their wisdom, knowledge, or cleverness. They are usually kept at the king's court, and are often given leadership over important tasks.
- **Bodyguard:** Bodyguards defend the king with their lives, living in his hall and enjoying great privileges. Among Saxons, these are the heorthgeneats.
- **Cup-bearer:** The Cup-bearer serves the king at royal functions; he also keeps track of the treasure, guards it, and often pays out moneys or gifts when the king needs it done.
- **Warlord:** The Warlord is the leader of battles, experienced, brave, and knowledgeable in combat, and able to inspire the tribe's warriors to fight at their best.

Unit Commander: Unit Commanders are the leaders of the City Watch and various City Militia units. Their job is to police the city, put out fires, man the walls, etc. The Watch never goes outside the walls, but the Militia sometimes does.

Urban Officer: Urban officers are leaders who have been given a specific job by the City Council.

- **Deputy Garrison Commander:** The Deputy Garrison Commander is the second-in-command of the soldiers and other troops of the city.
- **Chief Engineer:** The Chief Engineer is responsible for maintaining the city's walls, gates, ditches, and other constructions and defenses, and for keeping the war machines in order.
- **Garrison Commander:** The Garrison Commander commands the city troops.

Vassal of Nearest Earl or King: Nearby lords have vested interests in the cities in their territory. Though the knight (or equites) comes from the city, he holds his land or knighthood from a nearby feudal lord.

Viscount: A viscount (pronounced vy-count) is a noble who ranks above a baron but below an earl. The wife of a viscount is a viscountess.

Warband Leader: A warband leader is a warrior of great renown who has gained the personal loyalty of several other warriors who will follow his every word.

Warrior: The basic fighting man of the tribal peoples is the warrior. He is usually a farmer by profession, with some training at arms and a developed warrior ethic.

Esquires in Play

All squires start young and learn as they serve. The most familiar ones are knights-in-training, and they serve a knight until reaching the age of majority. Upon reaching majority, the squires become knights. However, all the requirements (See: *Knighting*, pg. 68) must first be met. If any of those conditions are not met then the squires won't be knighted. They are adults, but remain squires, and are called esquires to differentiate them from the underage squires. Esquires are the lowest class of nobles, usually being the sons of noblemen who were trained as squires, but who did not go the next step and become knights. Other reasons that a man remains an esquire could include: he is of common blood; he does not qualify because no position is available; he hasn't the proper equipment; he has no income; he simply wishes to remain in service to his knight, or just doesn't want to become a knight. Regardless, an esquire still has to do something to survive. Typical options include:

Continue to assist his knight. Many knights would like this because they retain an experienced assistant. Indeed, genuine friendship can form between a knight and his squire (each of them within the bounds of his class, of course).

Find a job. Becoming a manor steward or bailiff, a herald, the keeper of mews, chief hunter, or some other office for a manor or other holding is an honorable, respected, and fairly stable way of life.

Become a mercenary (sergeant). Many live this way, earning money when war is in season and paying for a place to live when not working. It might be possible to capture knightly armor, or even save enough pay to buy some. It is conceivable, though extremely rare, that a sergeant may make enough money to give a gift to a nobleman and receive in turn a gifted or granted estate to (finally) support his knighthood.

Marry well. Perhaps this way, he can get the income to provide for being a knight.

Finally, knights who *could* qualify for knighthood sometimes want to avoid their knightly duty. Being a knight is dangerous and expensive, and some heirs want to avoid that way of life. Nonetheless, they want to retain their other inherited privileges, such as owning and tending a fief. Around 535 or so King Arthur creates the method to do this. The landholder instead pays an annual fee called *scutage* ("shield fee"). The standard annual rate is £10/year.

F. Current Class

This step ultimately determines what class of knight your new character is going to be.

1. Find your character's father's class.
2. Determine family wealth.
3. Find your knight's Starting Class

1. Father's Class

In this section are lists of the various types of office from which the father of a new player knight could have come.

Note that these lists do *not* represent a distribution of population in general, nor even of the noble class. They are designed to (1) give you a knight with a background suitable to the office; but (2) not make him of the upper nobility.

Upper nobility is restricted because such characters normally have too many responsibilities to go adventuring. If your character *earns* an earldom, then the family of the player knight can keep it and pass it on to sons. But for a starting character, this would be too much of a bonus and too much responsibility.

Father's Class Tables

You have already found the Form of Government for the character's Homeland in this Period. Now, using that information, roll 1d20 to find the precise rank of your new character's father.

Note: Many of these fathers, noted by an asterisk (*), are not of knightly rank (i.e., esquires, tribal officers, wealthy urban officials, etc.). In these cases, there is some reason that the son (your character) is knighted, in which case go to the sidebar entitled "Why Are You a Knight?" following these tables to help determine why this is so.

Table 17: Father's Class

Father's Rank: Feudal 1

d20 Roll	Result
01–05	Esquire*
06–14	Household Knight
15–18	Knight, Landed
19–20	Knight and Officer (roll on Officer Table)

Officer Table

d20 Roll	Result
01–10	Castellan
11–12	Butler
13–14	Chamberlain
15–16	Justiciar
17–18	Marshall
19–20	Seneschal

Father's Rank: Feudal 2

d20 Roll	Result
01–05	Esquire*
06–12	Knight, Household
13–18	Knight, Landed
19	Banneret
20	Knight and Officer (roll on Officer Table)

Officer Table

d20 Roll	Result
01	Admiral
02–10	Constable/Castellan
11	Butler
12	Chamberlain
13	Chancellor
14	Forester
15	Justiciar
16	Marshall
17–18	Seneschal
19–20	Sheriff

Father's Rank: Feudal 3

d20 Roll	Result
01–08	Esquire*
09–12	Knight, Household
13–17	Knight, Landed
18–19	Banneret
20	Knight and Officer (roll on Officer Table)

Officer Table

d20 Roll	Result
01	Admiral
02–03	Commissioner
04–10	Constable/Castellan
11	Butler
12	Chamberlain
13	Chancellor
14	Forester
15	Justiciar
16	Marshall
17–18	Seneschal
19–20	Sheriff

Father's Rank: Tribal 1

d20 Roll	Result
01–09	Warrior*
10–15	Famous Warrior*
16–17	Warband Leader*
18–20	Clan Chief*

This table continues on the next page.



Table 17: Father's Class (Continued)

Father's Rank: Tribal 2

d20 Roll	Result
01-07	Warrior*
08-13	Famous Warrior*
14-15	Clan Chief*
16-17	Bodyguard*
18	Cup-bearer*
19	Warlord*
20	Advisor*

Father's Rank: Tribal 3

d20 Roll	Result
01-09	Warrior*
10-12	Knight
13	Clan Chief
14-15	Bodyguard
16	Cup-bearer
17	Warlord
18	Master of Horse
19-20	Advisor

Father's Rank: Urban 1

d20 Roll	Result
01-05	Watchman*
06-10	Militia Leader*
11-15	Man-at-arms*
16-18	Urban Officer, Chief Engineer
19-20	Urban Officer, Garrison Commander

Father's Rank: Urban 2

d20 Roll	Result
01	Watchman*
02-05	Militia Leader*
06-08	Man-at-arms*

09-10	Urban Officer, Chief Engineer
11-12	Urban Officer, Garrison Commander
13-20	Equites of Aristocrat Family

Father's Rank: Urban 3

d20 Roll	Result
01-02	Watchman*
03-05	Militia Leader*
06-08	Man-at-arms*
09-10	Urban Officer, Chief Engineer
11-12	Urban Officer, Garrison Commander
13-18	Equites of Aristocrat Family
19-20	Freeholding Equites

***Why Are You a Knight?**

This section is used for all characters whose fathers were *not* knights. Promotion into the noble ranks is a great honor; here's a table of suggestions to explain why your beginning character received this esteemed honor.

d20 Roll	Result
01-04	To honor his father's soldierly deeds
05-07	To honor his father's economic contribution to a lord
08-11	Father was common, but mother was noble
12-13	Father did great service to the lord (built a castle, served as a spy, etc.)
14-17	Served as an esquire, but performed extraordinary duty
18	A lord needed more knights for a battle
19	Your <i>real</i> father was a knight.
20	A magician or priest prophesied "a fascinating history" if you became a knight.

2. Family Wealth

Roll 1d20 on the table to the right to determine the starting wealth of the knight's family. Die rolls are modified by the following list. Modifiers are cumulative, as long as the father actually held the title. The title must have been held for at least half the father's adult life to apply.

If your knight's father was an officer, +2.

If your knight's father was a banneret, +2.

If your father was a vassal knight, +0

If your knight's father was a household knight, -3.

If your knight is from a tribal society, -5.

If your knight is an aristocrat from urban society, +3.

If your knight is Saxon, -10.

Any other, +0.

Note: Treat any result lower than 0 as "Poor."

3. Starting Class

This step determines what class of knight your new character is going to be. Cross index your father's class with your "son number" (i.e., eldest son, second son, etc.) to find the status of your character at the start of the game. Unless your campaign uses the Esquire Option (pg. 38) for player characters, all characters start as knights (or the tribal equivalent). Starting class is mainly a matter of finding out what kind of equipment your knight gets.

Note that younger sons are treated as being less wealthy than their elder siblings. However, they cannot go below Poor, no matter which son they are, if they are a player character who begins as a knight. Work with the Gamemaster to determine how they got their equipment (probably the Generous Relative, pg. 15).

Tribal Societies: All newly made knights from tribal societies begin as household knights.

Urban Societies: All newly made knights from urban societies (except sons of urban equites, who are dealt with in the Starting Knightly Class Level table above) begin as household knights.

British Saxons: Those from Surrey are treated according to their father's class. All other Saxon knights, from the counties conquered after Badon, will have started as commoners and have worked their way up to become knights. Thus all those newly made knights from British Saxon societies begin as household knights.

Table 18: Family Wealth

Starting Wealth	Uther	Anarchy	Boy King	Conquest	Romance	Tournament	Grail Quest/ Twilight
Poor	1-5	1-12	1-6	1-4	1-6	1-10	1-12
Ordinary	6-17	13-19	7-18	5-16	7-16	11-15	13-15
Rich	18-20	20+	19-22	17-21	17-21	16-21	16-21
Superlative	21-23	—	23-24	22-24	22-24	22-24	22-24
Spectacular	24+	—	25+	25+	25+	25+	25+

Wealth Levels

Poor: £3 to £5/year

Ordinary: £6 to £8/year

Rich: £9 to £12/year

Superlative: £13 to 20/year

Spectacular: £21+/year

Remember that these are the amounts spent every year for the upkeep of the knight, his family, and his entourage. Lords may have more income than this, but most of it is used to maintain their army, multiple households, castle upkeep, and other expenses of their office.

Table 19: Starting Class

Father's Class	Eldest (Heir)	Second (Spare)	Others (Fourth +)
Banneret	Vassal	Household Knight	Household Knight, -1 Wealth Level
Equites	+1 Wealth Level	Household Knight	Household Knight, -1 Wealth Level
Equites, Freeholding	Vassal	Esquire, -1 Wealth Level	Esquire, -1 Wealth Level
Esquire	Household Knight	Esquire, -1 Wealth Level	Esquire, -1 Wealth Level
Knight, Household	Household Knight	Esquire, -1 Wealth Level	Esquire, -1 Wealth Level
Knight, Vassal	Vassal	Household	Household Knight, -1 Wealth Level
Officer, Feudal	As father, +1 Wealth Level	As father	As father, -1 Wealth Level
Sergeant	Household	Esquire -1 Wealth Level	Esquire -1 Wealth Level

G. Equipment

The type of equipment your knight starts with varies according to his class and the Period.

Find the right Period, then under that find the Wealth level of your character (as determined by your class.) This will give you the starting equipment and horses for your character.

Period by Period, the standard outfit available changes slightly. Important of course is whether knights can afford the best, and the rich can afford these before anyone else; this list of outfits reflects that trend.

Uther & Anarchy Periods

Squire-in-training

Cuirbouilli armor and helm (8 points); Shield (6); Sword, spear, dagger

Esquire

Cuirbouilli armor and helm (8 points); Shield (6); Sword, spear, dagger; War pony

Poor Knight

Cuirbouilli armor and helm (8 points); Shield (6); Sword, 5 spears, dagger; War pony, sumpter

Ordinary Knight

Chain mail and open helm (10 points); Shield (6); Sword, 5 spears, dagger; Charger, 2 rouncys, sumpter

Rich Knight

Chain mail and nasal helm (11 points); Shield (6); Sword, 5 spears, dagger; Charger, 2 rouncys, 2 sumpters

Superlative Knight

Chain mail and nasal helm (11 points); Shield (6); Sword, 5 spears, dagger; Charger, 3 rouncys, 2 sumpters

Spectacular Knight

Chain mail and nasal helm (11 points); Shield (6); Sword, 5 spears, dagger; Charger, war pony, 4 rouncys, 3 sumpters



Boy King Period

Squire-in-training

Cuirbouilli armor and helm (8 points); Shield (6); Sword, spear, dagger

Esquire

Cuirbouilli armor and helm (8 points); Shield (6); Sword, spear, dagger; War pony

Poor Knight

Cuirbouilli armor and helm (8 points); Shield (6); Sword, 5 spears, dagger; Charger, sumpter

Ordinary Knight

Chain mail and open helm (10 points); Shield (6); Sword, 5 spears, dagger; Charger, 2 rouncys, sumpter

Rich Knight

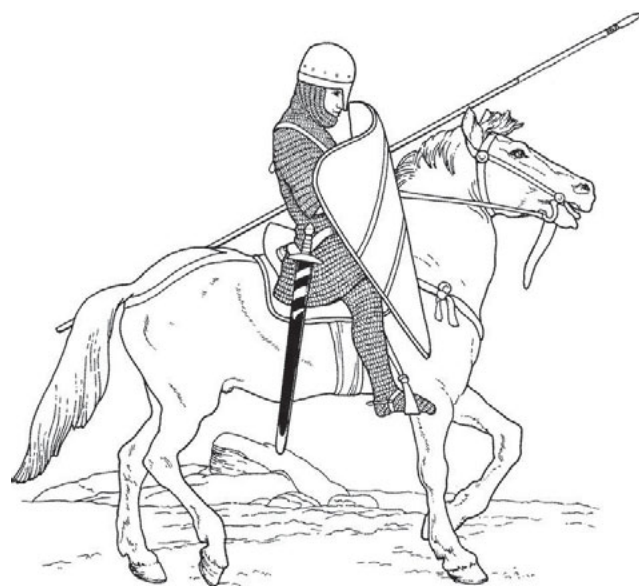
Reinforced chain mail and closed helm (12 points); Shield (6); Sword, 5 spears, dagger; Charger, war pony, 3 rouncys, sumpter

Superlative Knight

Reinforced chain mail and closed helm (12 points); Shield (6); Cuirbouilli armor and helm (8 points) [worn by squire], Shield (6) [borne by squire]; Sword, 5 spears, dagger; Charger, war pony, 4 rouncys, sumpter

Spectacular Knight

Reinforced chain mail and closed helm (12 points); Shield (6); Cuirbouilli armor and nasal helm (10 points) [worn by squire]; Shield (6) [borne by squire]; Sword, 5 spears, dagger; Charger, war pony, 5 rouncys, sumpter



Conquest Period

Squire-in-training

Cuirbouilli armor and helm (8 points); Shield (6); Sword, spear, dagger

Esquire; Cuirbouilli armor and helm (8 points); Shield (6); Sword, spear, dagger; War pony

Poor Knight

Cuirbouilli armor and nasal helm (10 points); Shield (6); Sword, 5 spears, dagger; Charger, sumpter

Ordinary Knight

Chain mail and open helm (10 points); Shield (6); Sword, 5 spears, dagger; Charger, 2 rouncys, sumpter

Rich Knight

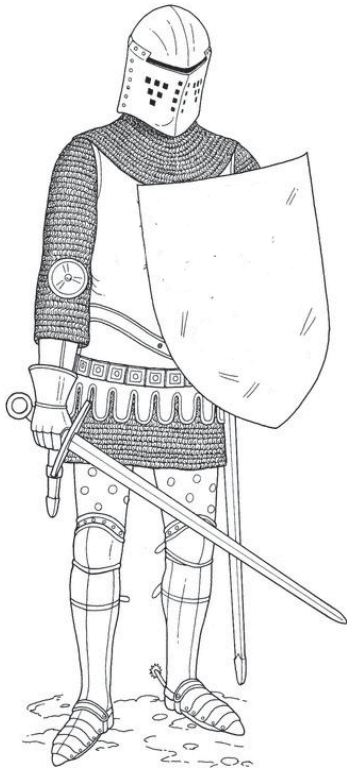
Reinforced chain mail and closed helm (12 points); Shield (6); Sword, 5 spears, dagger; Andalusian, war pony, 3 rouncys, 2 sumpters

Superlative Knight

Reinforced chain mail and closed helm (12 points); Shield (6); Cuirbouilli armor and nasal helm (10 points) [worn by squire]; Shield (6) [borne by squire]; Sword, 5 spears, dagger; Andalusian, war pony, 4 rouncys, 2 sumpters

Spectacular Knight

Reinforced chain mail and closed helm (12 points); Shield (6); Cuirbouilli armor and nasal helm (10 points) [worn by squire]; Shield (6) [borne by squire]; Sword, 5 spears, dagger; Andalusian, war pony, 5 rouncys, 3 sumpters



Romance Period

Squire-in-training

Cuirbouilli armor and helm (8 points); Shield (6); Sword, spear, dagger

Esquire

Cuirbouilli armor and helm (8 points); Shield (6); Sword, spear, dagger; War pony

Poor Knight

Cuirbouilli armor and nasal helm (10 points); Shield (6); Sword, 5 spears, dagger; Charger, sumpter

Ordinary Knight

Reinforced chain mail and closed helm (12 points); Shield (6); Sword, 5 spears, dagger; Charger, 2 rouncys, sumpter

Rich Knight

Partial plate and closed helm (14 points); Shield (6); Sword, 5 spears, dagger; Andalusian, war pony, 3 rouncys, 2 sumpters

Superlative Knight

Partial plate and closed helm (14 points); Shield (6); Cuirbouilli armor and nasal helm (10 points) [worn by squire]; Shield (6) [borne by squire]; Sword, 5 spears, dagger; Destrier, war pony, 4 rouncys, 2 sumpters

Spectacular Knight

Partial plate and closed helm (14 points); Shield (6); Cuirbouilli armor and nasal helm (10 points) [worn by squire]; Shield (6) [borne by squire]; Sword, 5 spears, dagger; Destrier (attack-trained, with barding), war pony, 5 rouncys, 3 sumpters



Tournament Period

Squire-in-training

Cuirbouilli armor and helm (8 points); Shield (6); Sword, spear, dagger

Esquire

Cuirbouilli armor and helm (8 points); Shield (6); Sword, spear, dagger; War pony

Poor Knight

Chain mail and open helm (10 points); Shield (6); Sword, 5 spears, dagger; Charger, sumpter

Ordinary Knight

Partial plate and closed helm (14 points); Shield (6); Sword, 5 spears, dagger; Andalusian (with barding), 2 rouncys, sumpter

Rich Knight

Partial plate and closed helm (14 points); Shield (6); Sword, 5 spears, dagger; Destrier (attack-trained, with barding), war pony, 3 rouncys, 2 sumpters

Superlative Knight

Full plate and closed helm (16 points); Shield (6); Cuirbouilli armor and nasal helm (10 points) [worn by squire]; Shield (6) [borne by squire]; Sword, 5 spears, dagger; Destrier (attack-trained, with barding), war pony, 4 rouncys, 2 sumpters

Spectacular Knight

Full plate and closed helm (16 points); Shield (6); Cuirbouilli armor and nasal helm (10 points) [worn by squire]; Shield (6) [borne by squire]; Sword, 5 spears, dagger; Friesian (attack-trained, with barding), charger, courser, 5 rouncys, 3 sumpters



Grail & Twilight Periods

Squire-in-training

Chain mail and open helm (10 points); Shield (6); Sword, spear, dagger

Esquire

Chain mail and open helm (10 points); Shield (6); Sword, spear, dagger; War pony

Poor Knight

Partial plate and closed helm (14 points); Shield (6); Sword, 5 spears, dagger; Charger, sumpter

Ordinary Knight

Full plate and closed helm (16 points); Shield (6); Sword, 5 spears, dagger; Andalusian (with barding), 2 rouncys, sumpter

Rich Knight

Reinforced plate and closed helm (18 points); Shield (6); Sword, 5 spears, dagger; Destrier (attack-trained, with barding), war pony, 3 rouncys, 2 sumpters

Superlative Knight

Gothic plate and frog helm (21 points); Shield (6); Partial plate and closed helm (14 points) [worn by squire]; Shield (6) [borne by squire]; Two-handed sword, 5 spears, dagger; Friesian (attack-trained, with barding), charger, courser, 4 rouncys, 2 sumpters

Spectacular Knight

Gothic plate and frog helm (21 points); Shield (6); Partial plate and closed helm (14 points) [worn by squire]; Shield (6) [borne by squire]; Two-handed sword, 5 spears, dagger; Friesian (attack-trained, with barding), charger, courser, 5 rouncys, 3 sumpters





2. Personality Traits

Everyone is a knight or a lady, but Personality Traits tell what kind of knight or lady you are.

Traits are determined by a knight's culture and religion. Some geographic areas also have specific bonuses or penalties. Find the section labeled "Personality Traits" on your character sheet and write in the numbers below. Be sure to underline the virtues that are underlined in these lists. Those are the particular religious virtues that might give a Religious Bonus.

Three methods exist to determine starting Traits. Choose the one that you prefer, or that your Gamemaster designates. Write down the numbers given below.

A. Standard Traits by Culture (Religion)

These are the Traits for an average person raised under these religions and in these regions. Write down these numbers, and they will afterwards be modified by Regional Trait Modifiers and Individual Differences (below).

Cymric (British Christian)

Chaste 13/7 Lustful
Energetic 13/7 Lazy
Forgiving 10/10 Vengeful
Generous 13/7 Selfish
Honest 10/10 Deceitful
Just 10/10 Arbitrary
Merciful 10/10 Cruel
Modest 13/7 Proud
Pious 10/10 Worldly
Prudent 10/10 Reckless
Temperate 13/7 Indulgent
Trusting 10/10 Suspicious
Valorous 15/5 Cowardly

Cymric (Roman Christian)

Chaste 13/7 Lustful
Energetic 10/10 Lazy
Forgiving 13/7 Vengeful
Generous 10/10 Selfish
Honest 10/10 Deceitful
Just 10/10 Arbitrary
Merciful 13/7 Cruel
Modest 13/7 Proud
Pious 10/10 Worldly
Prudent 10/10 Reckless
Temperate 13/7 Indulgent
Trusting 10/10 Suspicious
Valorous 15/5 Cowardly

Cymric (Pagan)

Chaste 7/13 Lustful
Energetic 13/7 Lazy
Forgiving 10/10 Vengeful
Generous 13/7 Selfish
Honest 13/7 Deceitful
Just 10/10 Arbitrary
Merciful 10/10 Cruel
Modest 7/13 Proud
Pious 10/10 Worldly
Prudent 10/10 Reckless
Temperate 10/10 Indulgent
Trusting 10/10 Suspicious
Valorous 15/5 Cowardly

Aquitainian (Arian Christian)

Chaste 13/7 Lustful
Energetic 13/7 Lazy
Forgiving 12/8 Vengeful
Generous 10/10 Selfish
Honest 13/7 Deceitful
Just 13/7 Arbitrary
Merciful 13/7 Cruel
Modest 10/10 Proud
Pious 10/10 Worldly
Prudent 12/8 Reckless
Temperate 10/10 Indulgent
Trusting 10/10 Suspicious
Valorous 15/5 Cowardly

Saxon (British Christian)

Chaste 10/10 Lustful
Energetic 11/9 Lazy
Forgiving 10/10 Vengeful
Generous 13/7 Selfish
Honest 12/8 Deceitful
Just 8/12 Arbitrary
Merciful 9/11 Cruel
Modest 7/13 Proud
Pious 7/13 Worldly
Prudent 7/13 Reckless
Temperate 7/13 Indulgent
Trusting 10/10 Suspicious
Valorous 16/4 Cowardly

Saxon (Germanic Pagan)

Chaste 10/10 Lustful
Energetic 11/9 Lazy
Forgiving 10/10 Vengeful
Generous 13/7 Selfish
Honest 12/8 Deceitful
Just 8/12 Arbitrary
Merciful 9/11 Cruel
Modest 7/13 Proud
Pious 7/13 Worldly
Prudent 7/13 Reckless
Temperate 7/13 Indulgent
Trusting 10/10 Suspicious
Valorous 16/4 Cowardly

Pict (Heathen)

Chaste 10/10 Lustful
Energetic 10/10 Lazy
Forgiving 7/13 Vengeful
Generous 10/10 Selfish
Honest 13/7 Deceitful
Just 7/13 Arbitrary
Merciful 9/11 Cruel
Modest 7/13 Proud
Pious 9/11 Worldly
Prudent 10/10 Reckless
Temperate 10/10 Indulgent
Trusting 8/12 Suspicious
Valorous 15/5 Cowardly

Pict (British Christian)

Chaste 13/7 Lustful
Energetic 13/7 Lazy
Forgiving 10/10 Vengeful
Generous 13/7 Selfish
Honest 10/10 Deceitful
Just 10/10 Arbitrary
Merciful 9/11 Cruel
Modest 13/7 Proud
Pious 12/8 Worldly
Prudent 10/10 Reckless
Temperate 13/7 Indulgent
Trusting 8/12 Suspicious
Valorous 15/5 Cowardly

The lists continue on the next page.

Standard Traits by Culture (Religion) - Continued from previous page .

Irish (Pagan)

Chaste 7/13 Lustful
Energetic 13/7 Lazy
 Forgiving 8/12 Vengeful
Generous 13/7 Selfish
Honest 13/7 Deceitful
 Just 10/10 Arbitrary
 Merciful 10/10 Cruel
 Modest 7/13 Proud
 Pious 10/10 Worldly
 Prudent 9/11 Reckless
 Temperate 8/12 Indulgent
 Trusting 10/10 Suspicious
 Valorous 15/5 Cowardly

Irish (British Christian)

Chaste 13/7 Lustful
Energetic 13/7 Lazy
 Forgiving 8/12 Vengeful
Generous 13/7 Selfish
 Honest 10/10 Deceitful
 Just 10/10 Arbitrary
 Merciful 10/10 Cruel
Modest 13/7 Proud
 Pious 10/10 Worldly
 Prudent 9/11 Reckless
Temperate 11/9 Indulgent
 Trusting 10/10 Suspicious
 Valorous 15/5 Cowardly

Roman (Roman Christian)

Chaste 13/7 Lustful
 Energetic 10/10 Lazy
Forgiving 13/7 Vengeful
 Generous 10/10 Selfish
 Honest 8/12 Deceitful
 Just 10/10 Arbitrary
Merciful 13/7 Cruel
Modest 11/9 Proud
 Pious 8/12 Worldly
 Prudent 10/10 Reckless
Temperate 13/7 Indulgent
 Trusting 7/13 Suspicious
 Valorous 15/5 Cowardly

B. Random Determination

If your Gamemaster allows it you may wish to randomly determine your character's Traits. If so, use this method:

1. Roll 3d6 for each Trait in the left-hand column.
2. Modify the Trait by the Religious Virtues, which are underlined, by adding or subtracting 3 points as appropriate.
3. Adjust according to the Regional Modifiers (to the right).
4. Allocate three (3) discretionary points amongst any of these Traits. No Trait may be raised above 19 in this manner.
5. Fill in the right-hand column by inserting the difference of 20 minus the value in the left-hand column.

C. Shaped Characters

Your GM may allow you to simply choose the Traits that you want. In that case, study what the traits each mean, and then simply write down the values desired.

Be warned! Having high Trait scores has many advantages, such as getting the Religious bonus and extra Glory each year, but it also requires that this stat be rolled in any circumstances the GM considers necessary. This takes control away from the player, and will bring you character into many dangerous situations.

D. Modifiers to Standard & Random Traits

Modify the values determined above by these. *Be sure to change the opposite values appropriately.*

Lady's Modifier

All women have a -1d6+3 to Valorous.

Regional Trait Modifiers

Regions grant certain modifiers. These apply to *all* cultures in the Region. Thus, for instance, both Cymri and Romans in Logres get Energetic +1, Forgiving +1, etc.

Modify the following statistics:

Aquitaine: Vengeful +2, Proud +2, Trusting +2

Brittany: Energetic +1, Modest +2, Prudent +2, Valorous +1

Cambria: Arbitrary +2, Suspicious +2, Prudent +1, Temperate +1.

Cumbria: Pious +2, Honest +1

Cornwall: Arbitrary +2, Suspicious +2, Prudent +2

Ireland: Lustful +1, Energetic +1, Honest +2, Indulgent +2

Logres: Energetic +1, Forgiving +1, Honest +1, Just +1, Trusting +1, Valorous +1

North: Prudent +2, Selfish +2 (representing frugality), Pious +1, Temperate +1

Individual Differences

Choose one Trait to start at 16, if desired.

Finally, add total of 6 points to any Trait or Traits desired. Put them all into one Trait, or distribute them between up to six others, or any way you desire. However, no trait can be made greater than 19.



E. Directed Traits (by Homeland)

Some homelands have special characteristics. Add these to the values already on your character sheet. These are listed by homeland, alphabetically. If your homeland is not listed, or if it does not appear for a particular Period, there is no bonus.

New Directed Traits start at a value of 1d6+1

For Directed Traits, find the appropriate Trait, put an asterisk next to it, and under “Directed Trait” write in the modifier.

Bedegraine (Logres)

All Periods—Suspicious of Lindsey.

Benoic

Uther/Anarchy—Mistrust Cymri.

Benoit

Uther/Anarchy—Suspicious French.

Brun (Logres)

Uther/Anarchy—Suspicious of Hertford.

Boy King onward—Suspicious of Faeries.

Domnonie (Brittany)

Boy King onward—Suspicious of Vannetais.

Escavalon (Cambria)

Uther/Anarchy—Suspicious Estregales.

Ganis

All Periods—Suspicious of French.

Gomeret

Boy King onward—Suspicious of Pendragon.

Gorre (Cumbria)

All Periods—Trust Pagans.

Jagent (Logres)

Boy King onward—Suspicious of Cornwall.

Lambor (Logres)

Uther/Anarchy/Boy King/Conquest/Romance—Suspicious of Lindseymen.

Lindsey (Logres)

Uther/Anarchy—Suspicious of Pendragon.

London

Boy King/Conquest/Romance—Suspicious of Saxons.

Long Isles

Uther/Anarchy—Suspicious of Picts.

Boy King/Conquest/Romance—Suspicious of Pendragon.

Lothian (Cumbria)

Uther/Anarchy/Boy King/Conquest/Romance—Suspicious of Pendragon.

Malahaut (Cumbria)

Uther/Anarchy/Boy King/Conquest/Romance—Suspicious of Pendragon.

Rydychan (Logres)

Uther/Anarchy/Boy King/Conquest/Romance—Suspicious of Cambrians.

Salisbury (Logres)

Uther/Anarchy/Boy King/Conquest/Romance—Suspicious of Silchester.

Thamesmouth

Boy King/Conquest/Romance—Suspicious of Saxons.

Tintagel (Cornwall)

Boy King onward—Trust Morgan le Fay.

Wuerensis (Logres)

All Periods—Suspicious of Strongly Religious People

F. Check for Bonuses

Religious Bonuses

After determining your modified Traits, check to see whether your knight qualifies for any Religious bonus.

If all the underlined Traits are 16 or higher, then the appropriate bonus applies:

Christian, Arian: +2 Hit Points, +3 Damage

Christian, British: +3 Hit Points, +2 Damage

Christian, Roman: +6 Hit Points

Heathen, Pict: +2 Movement, +1 Healing

Pagan, British: +2 Healing

Pagan, Germanic: +1d6 to Damage

Chivalrous Bonus

This applies to Knights only.

If the combined value of the six Chivalrous virtues (Energetic, Generous, Just, Merciful, Modest, and Valorous) totals 80 or more, then the knight gets +3 Armor.

Find the blank labeled “Chivalry Bonus” on your character sheet and write in the number of points that contribute to the bonus. If your knight qualifies, go down to “Armor” (under the “Equipment” section) and write in “+3 Chiv.” to remind you of this important advantage.

Gentlewoman Bonus

This applies to Ladies only.

If the combined value of the six Gentlewoman virtues (Chaste, Energetic, Honest, Modest, Prudent, and Temperate) totals 80 or more, then she gets the Gentlewoman bonus: Her manor’s Economic Level is treated as being one step higher during each Winter Phase (See: *King Arthur Pendragon*, 5th ed., pg. 40).

Find the blank labeled “Gentlewoman’s Bonus” under Traits on your character sheet and write in “bonus applies.”



3. Passions

Passions are strong emotions felt by the knight. Everyone has some, the Common Passions, and others are special to specific lands.

A. Standard passions

Standard passions are the default values for beginning characters, unless one of the other methods is used.

Common Passions (by Mainstream Culture)

Aquitainian	Cymric	Irish	Pict	Roman	Saxon
Loyalty (lord) 13	Loyalty (lord) 15	Loyalty (lord) 10+1d6	Loyalty (clan leader) 18	Loyalty (city) 1d6+10 <i>or</i>	Loyalty (lord) 15+1d6
Love (family) 15	Love (family) 15	Love (family) 15+1d6	Love (family) 16	Loyalty (emperor) 3d6	Love (family) 15
Hospitality 15	Hospitality 15	Hospitality 15	Hospitality 16	Love (family) 15	Hospitality 15
Honor 17	Honor 15	Honor 13	Honor 10	Hospitality 15	Honor 12
				Honor 15	

Homeland Passions

Some homelands have special characteristics. Add these to the values already on your character sheet. These are listed by homeland, alphabetically. If your homeland is not listed, or if it does not appear for a particular Period, there is no bonus.

Homeland Passions start at a value of 4d6+1.

Anglia: All Periods—Hate Angles.

Cambenet (Cumbria): Uther/Anarchy—Hate Irish.

Cameliard (Cambria): Uther/Anarchy—Hate Norgales.

Clarence (Logres): Uther/Anarchy/Boy King/Conquest/Romance—Hate Gloucestermen.

Devon (Cornwall): All Periods—Hate Irish.

Domnonie (Brittany): Uther/Anarchy—Hate Vannetais.

Dublin: Boy King onward—Hate Irish.

Garloth (Cumbria): Uther/Anarchy—Hate Danes.

Gorre (Cumbria): Uther/Anarchy—Hate Irish.

Gloucester (Cambria): Uther/Anarchy/Boy King/Conquest/Romance—Hate Clarence.

Hampshire (Logres): Uther/Anarchy—Hate Saxons.

Hertford (Logres): Uther/Anarchy—Hate Saxons.

Huntington (Logres): Uther/Anarchy—Hate Saxons.

Jagent (Logres): Uther/Anarchy—Hate Cornwall.

London: Uther/Anarchy—Hate Saxons.

Lothian (Cumbria): Tournament/Grail/Twilight—Hate Pendragon.

Lyonesse (Cornwall): Uther/Anarchy/Boy King/Conquest/Romance—Hate Irish.

Malahaut (Cumbria): Uther/Anarchy—Hate Saxons.

Maris (Logres): Uther/Anarchy—Hate Saxons.

Nohaut (Cumbria): Uther/Anarchy/Boy King/Conquest—Hate Malahaut.

Out Isles: All Periods—Hate everyone else.

Salisbury (Logres): Uther/Anarchy/Boy King—Hate Saxons.

Somerset (Logres): Uther/Anarchy—Hate Irish.

Strangorre (Cumbria): All Periods—Hate Irish and Picts.

Surrey (Logres): Uther/Anarchy/Boy King—Hate (other) Saxons.

Thamesmouth: Uther/Anarchy—Hate Saxons.

Tintagel (Cornwall): Uther/Anarchy—Hate Irish.

Totnes (Cornwall): All Periods—Hate Giants; Uther/Anarchy—Hate Irish.

Tribruit (Logres): Boy King onward—Fear Faeries.

Vannetais (Brittany): All Periods—Hate French; Tournament/Grail/Twilight—Hate Brittany.

Wuerensis (Logres): Uther/Anarchy—Hate Cambrians.



Individual Differences

Once these base values are assigned, a player may choose to raise one or more starting Passions by distributing 3 points among them.

B. Randomly Determined Passions

If your Gamemaster allows it you may wish to randomly determine your character's Passions. If desired, you may change up to three points among all values, after rolling everything.

Common Passions

Roll 3d6+4 for each of
Loyalty (Lord)
Love (Family)
Hospitality
Honor

Homeland Passions

Starting value for a Random Passion is 4d6+1.
Use the list above to find the particular Passion.

C. Shaped Character Passions

Your GM may allow you to simply choose the Passions that you want. In that case, study what the Passions each mean, and then simply write down the values desired.

Be warned! Having high Passion scores gives easy bonuses and extra Glory each year, but it also takes control away from the player, and will bring you character into many dangerous situations.

Common Passions

The starting values for the Common Passions of a Shaped character is a number chosen by the player.

Homeland Passions

Shaped characters should have the same Special Passions as anyone in their Homelands. Starting Value for Special Passions of a Shaped characters is a number chosen by the player.

D. Landlord Passions

Two new Passions are introduced, both of them for landlords. Both Concern (my commoners) and Loyalty (vassals) are described more fully in Part III: New Rules & Clarifications on pg. 117.

Concern (my commoners)

Landed Knights: Knights who have land, even if just one manor, get a new Passion, Concern (my commoners), with a value of 7. This Passion is used primarily in calculating various landholding options and reactions. For instance, it may be used in opposition to Love (family) when there is a shortage of food.

If you prefer random numbers, then the starting Concern (my commoners) value is 2d6.

For more information and context, see: *The Book of the Manor*, pg. 13.

Loyalty (vassals)

Lord Knights: If your new knight's starting status is one of lordship (banneret, etc.), then he gets a new Passion, Loyalty (vassals), with a value of 13: He now has responsibility for the care of other knights. Leadership occupations for the knight (not his father) that get this are: Banneret or any Officer, even though the office may have been temporary.

If you prefer random numbers, then the starting Loyalty (vassals) value is 3d6+2.

Note that lord knights are generally landholders as well, so they would gain both Concern (my commoners) and Loyalty (vassals).

E. Passions for Sons of Player Knights

If your character is the son of a knight who has also been a player character, then he gets additional starting Passions. This rule affects all the starting Passions, Common, Homeland and any new ones that have been gained by the father.

Always start with the value of the Passion that the father has when the new character is generated, if the father is alive; or, if the father is dead, then use the value of the father when he died (his mother and caretakers have imbued him with the legacy of his father's values).

Standard Characters

These are equal to the father's Passion value.

Randomly determined Characters

For each of the father's obtained Passions, divide by 4. The result is the number of d6 to roll to find the son's starting Passion. For example, if the father had a Hate (Saxons) Passion of 16, then $16/4 = 4$. Thus, the son rolls 4d6 to find his own Hate (Saxons) Passion.

Shaped Characters

Simply assign the number desired.

4. Attributes & Statistics

Your physical self is measured by your attributes and statistics.

Each player determines the attributes for his or her character. The basic system used here is identical with that used in *King Arthur Pendragon* 5th ed. (starting on pg. 28), and is repeated below for your convenience; however, options for random determination are also included here.

Note that attributes are not modified by either wealth or class.

A. Standard & Shaped Characters

Distribute a total of 60 points among the five attributes.

Remember...

To get 4d6 damage, STR + SIZ must equal 21 to 26;
to get 5d6 damage, STR + SIZ must equal 27 to 32;
to get 6d6 damage, STR + SIZ must equal 33 to 38;
to have a decent chance of surviving wounds, CON should be at least 11.

These aren't rules, but suggestions to increase the chances of survival for your knight.

B. Random Determination

Rather than assigning attribute values from a total of 60 points, you might wish to use random determination. Note that the maximum values given in the "Cultural Attributes Table (before Modifiers)" do *not* apply.

After you roll (using the values given below), you will add in the usual cultural modifiers.

Male Characters: Roll 3d6+4 for SIZ;

Roll 3d6+1 for each other attribute.

Female Characters: Roll 2d6+2 for SIZ and STR;

Roll 3d6+1 for DEX and CON; and

Roll 3d6+5 for APP.

Cultural Attribute Modifiers

Certain cultures have bonuses and penalties for some attributes. These are granted to Standard, Random and shaped characters. This modification is applied *after* the base attributes have been allotted. Thus, these modifiers can allow people to go above or below their normal restriction.

Aquitainian: +1 DEX, +1 CON, +1 APP

Cymric: +3 CON

Irish: +3 CON

Pict: -3 SIZ, +3 DEX, -3 APP

Roman: +1 DEX, +2 APP

Saxon: +3 SIZ, -3 DEX, +3 STR

C. Derived Statistics

Derived statistics are calculated in the same fashion as given on pgs. 28-29 of *King Arthur Pendragon* 5th ed.

Damage: (SIZ + STR) / 6

Healing Rate: (CON + STR) / 10

Movement Rate: (STR + DEX) / 10

Total Hit Points: CON + SIZ

Unconscious: Total Hit Points / 4

Distinctive Features

The number of features your character receives is determined by his or her APP, cross-indexed on the table below.

Table 20: Distinctive Features

APP	No. of Features
Up to 6	3
7-9	2
10-12	1
13-16	2
17 or more	3

See the Distinctive Features section in *King Arthur Pendragon* 5th ed. (pg. 29) for some sample features, both good and ill.

Mixed Marriages?

What if your character has parents from different cultures? It is not uncommon, for instance, for a Cymric man to have a Saxon wife. Naturally, the Traits will be for whatever religion he is raised into, and the Passions will be from the place he grows up in. Skills are those he is trained in according to father's class and occupation, and equipment whatever he gets from his father. But what about Statistics, which measure physical characteristics and could be influenced by the cultural characteristics of father *and* mother?

Roll 1d6, with these results:

1-3 = Father's Cultural Characteristics;

4-6 = Mother's Cultural Characteristics.

Of course, use the correct gender stats when using the random method of statistic generation. A male with a Saxon mother who rolled a 6 there uses the attributes for a Saxon man, not a woman.

5. Skills & Combat Skills

This is a list of the things you do, and how well.

All characters within the same Period will have the same skill list, except for their cultural Specialty skill. However, characters' abilities at those skills will vary from culture to culture. Furthermore, the list of available skills varies slightly between the early Periods and the later ones.

Specialty skills are described in closer detail in Part III: New Rules & Clarifications, on pg. 117.

Note that the skill list for a Cymri character differs slightly from that given in the *King Arthur Pendragon* 5th ed. Rulebook: The core rulebook provides a generalized starting list intended to be used by any knight in the campaign, early or late. Those given here differentiate between Periods.

A. Starting Skills

Note that each culture has its own Specialty skill. The rules to use these are found in Part III: New Rules & Clarifications, on pg. 117.

Updating Established Characters

Players will want to update their previously played characters to reflect the change in their Cymric skills, especially **Spear Expertise**. Most characters will have Lance as the highest ability, and that assumption is used throughout this conversion process. If it is Spear or Great Spear, adjust accordingly.

1. The highest value from among Lance, Spear or Great Spear is now his **Spear Expertise** value.
2. Add up the number of points that have been added to Spear or Great Spear skill. (Since Cymri used to start with Spear at 6, any points above 6 will be added here. Great Spear started at 0, so all points in that skill will be used.) These are your new Bonus Points.
3. Enter the **Spear Expertise** value under Lance, Spear or Great Spear.
4. Add the Bonus Points (from Step 2) to any other combat skills that you wish, as long as none of them are raised above 15.



Specialty Skills

Cymric

Uther/Anarchy/Boy King/Conquest Periods

Skill	Male	Female
Awareness	(7)	(5)
Boating	(1)	(0)
Chirurgery	—	(8)
Compose	(1)	(1)
Courtesy	(5)	(5)
Dancing	(2)	(5)
Faerie Lore	(1)	(3)
Falconry	(3)	(2)
Fashion	—	(2)
First Aid	(10)	(8)
Flirting	(3)	(5)
Folklore	(2)	(2)
Gaming	(3)	(3)
Heraldry	(1)	(1)
Hunting	(6)	(2)
Industry	—	Use Distaff
Intrigue	(3)	(5)
Orate	(5)	(2)
Play (harp)	(3)	(5)
Read (Latin)	(0)	(1)
Recognize	(3)	(5)
Religion (varies)	(2)	(5)
Romance	(0)	(0)
Singing	(4)	(5)
Stewardship	(2)	Use Distaff
Swimming	(2)	(1)
Tourney	(0)	(0)
Combat Skills		
Battle	(10)	(1)
Siege	(2)	(5)
Horsemanship	(10)	(3)
Sword	(10)	(0)
Lance	Use Spear Expertise	(0)
Spear	Use Spear Expertise	(0)
Great Spear	Use Spear Expertise	(0)
Dagger	(5)	(5)
Spear Expertise	(10)	—
Distaff	—	(10)

Cymric

Romance/Tourn./Grail Quest/Twilight Periods

Skill	Male	Female
Awareness	(6)	(5)
Boating	(1)	(0)
Chirurgery	—	(9)
Compose	(0)	(1)
Courtesy	(5)	(5)
Dancing	(2)	(5)
Faerie Lore	(1)	(3)
Falconry	(3)	(2)
Fashion	—	(5)
First Aid	(10)	(10)
Flirting	(3)	(5)
Folklore	(2)	(2)
Gaming	(3)	(3)
Heraldry	(3)	(1)
Hunting	(2)	(2)
Industry	—	Use Distaff
Intrigue	(3)	(5)
Orate	(3)	(2)
Play (harp)	(2)	(3)
Read (Latin)	(0)	(1)
Recognize	(3)	(5)
Religion (varies)	(2)	(2)
Romance	(4)	(5)
Singing	(2)	(3)
Stewardship	(2)	Use Distaff
Swimming	(2)	(1)
Tourney	(5)	(1)
<i>Combat Skills</i>		
Battle	(10)	(1)
Siege	(2)	(2)
Horsemanship	(10)	(3)
Sword	(10)	(0)
Lance	Use Spear Expertise	(0)
Spear	Use Spear Expertise	(0)
Great Spear	Use Spear Expertise	(0)
Dagger	(5)	(3)
<i>Specialty Skill</i>		
Spear Expertise	(10)	—
Distaff	----	(10)

Irish

Uther/Anarchy/Boy King/Conquest Periods

Skill	Male	Female
Awareness	(8)	(4)
Boating	(5)	(0)
Chirurgery	—	(10)
Compose	Use Music	
Courtesy	(2)	(4)
Dancing	(3)	(4)
Faerie Lore	(2)	(4)
Falconry	(1)	(1)
Fashion	—	(5)
First Aid	(10)	(10)
Flirting	(3)	(4)
Folklore	(5)	(4)
Gaming	(4)	(2)
Heraldry	(1)	(1)
Hunting	(10)	(1)
Industry	—	(7)
Intrigue	(2)	(8)
Orate	(5)	(2)
Play (harp)	Use Music	
Read (varies)	(0)	(0)
Recognize	(2)	(5)
Religion (varies)	(2)	(5)
Romance	(0)	(0)
Singing	Use Music	
Stewardship	(2)	(5)
Swimming	(2)	(2)
Tourney	(0)	(0)
<i>Specialty Skill</i>		
Music	(10)	(10)
<i>Combat Skills</i>		
Battle	(5)	(2)
Siege	(2)	(2)
Horsemanship	(7)	(1)
Sword	(10)	(0)
Lance	(5)	(0)
Spear	(5)	(0)
Dagger	(3)	(3)

Irish

Romance/Tournament/Grail Quest/Twilight Periods

Skill	Male	Female
Awareness	(5)	(4)
Boating	(5)	(0)
Chirurgery	—	(9)
Compose	Use Music	
Courtesy	(2)	(5)
Dancing	(3)	(5)
Faerie Lore	(2)	(5)
Falconry	(1)	(1)
Fashion	—	(3)
First Aid	(2)	(9)
Flirting	(3)	(4)
Folklore	(5)	(4)
Gaming	(2)	(2)
Heraldry	(1)	(1)
Hunting	(4)	(1)
Industry	—	(8)
Intrigue	(2)	(7)
Orate	(10)	(2)
Play (harp)	Use Music	
Read (varies)	(0)	(0)
Recognize	(2)	(6)
Religion (varies)	(2)	(2)
Romance	(2)	(2)
Singing	Use Music	
Stewardship	(2)	(5)
Swimming	(2)	(2)
Tourney	(1)	(1)
<i>Specialty Skill</i>		
Music	(10)	(10)
<i>Combat Skills</i>		
Battle	(10)	(2)
Siege	(2)	(2)
Horsemanship	(10)	(1)
Sword	(10)	(0)
Lance	(8)	(0)
Spear	(5)	(0)
Dagger	(3)	(3)

Pict

Uther/Anarchy/Boy King/Conquest Periods

Skill	Male	Female
Awareness	Use Stalk	
Boating	(5)	(1)
Chirurgery	(5)	(9)
Compose	(0)	(0)
Courtesy	(1)	(1)
Dancing	(2)	(2)
Faerie Lore	(10)	(10)
Falconry	(0)	(0)
Fashion	—	(2)
First Aid	(8)	(10)
Flirting	(1)	(1)
Folklore	(6)	(5)
Gaming	(2)	(1)
Heraldry	(0)	(0)
Hunting	Use Stalk	
Industry	—	(10)
Intrigue	(0)	(5)
Orate	(1)	(1)
Play (varies)	(0)	(0)
Read (glyphs)	(2)	(3)
Recognize	(2)	(8)
Religion (Heathen)	(2)	(5)
Romance	(0)	(0)
Singing	(2)	(5)
Stewardship	(2)	(3)
Swimming	(5)	(4)
Tourney	(0)	(1)
<i>Specialty Skill</i>		
Stalk	(15)	(10)
<i>Combat Skills</i>		
Battle	(5)	(2)
Siege	(0)	(0)
Horsemanship	(5)	(1)
Sword	(8)	(0)
Lance	(1)	(0)
Spear	(7)	(1)
Great Spear	(8)	(0)
Dagger	(1)	(5)
Javelin	(4)	(0)
Great Axe	(6)	(0)

Pict

Romance/Tournament/Graill Quest/Twilight Periods

Skill	Male	Female
Awareness	Use Stalk	
Boating	(5)	(1)
Chirurgery	(5)	(10)
Compose	(0)	(0)
Courtesy	(1)	(1)
Dancing	(2)	(2)
Faerie Lore	(10)	(9)
Falconry	(0)	(0)
Fashion	—	(2)
First Aid	(5)	(10)
Flirting	(1)	(1)
Folklore	(5)	(5)
Gaming	(2)	(1)
Heraldry	(0)	(0)
Hunting	Use Stalk	
Industry	—	(8)
Intrigue	(0)	(5)
Orate	(1)	(1)
Play (varies)	(0)	(0)
Read (glyphs)	(2)	(3)
Recognize	(2)	(8)
Religion (varies)	(2)	(5)
Romance	(0)	(1)
Singing	(2)	(5)
Stewardship	(2)	(5)
Swimming	(5)	(4)
Tourney	(2)	(1)
<i>Specialty Skill</i>		
Stalk	(15)	(8)
<i>Combat Skills</i>		
Battle	(5)	(2)
Siege	(0)	(0)
Horsemanship	(5)	(1)
Sword	(8)	(0)
Lance	(1)	(0)
Spear	(7)	(1)
Great Spear	(8)	(0)
Dagger	(2)	(6)
Javelin	(5)	(0)
Great Axe	(6)	(0)

Roman

Uther/Anarchy/Boy King/Conquest Periods

Skill	Male	Female
Awareness	(5)	(5)
Boating	(0)	(0)
Chirurgery	(5)	(9)
Compose	(0)	(0)
Courtesy	Use Law	
Dancing	(2)	(5)
Faerie Lore	(1)	(1)
Falconry	(2)	(0)
Fashion	—	(9)
First Aid	(8)	(9)
Flirting	(2)	(4)
Folklore	Use Law	
Gaming	(2)	(5)
Heraldry	(1)	(1)
Hunting	(2)	(0)
Industry	—	(5)
Intrigue	Use Law	
Orate	(10)	(2)
Play (harp)	(1)	(6)
Read (Latin)	(4)	(2)
Recognize	(2)	(7)
Religion (Roman Christian)	(2)	(2)
Romance	(0)	(0)
Singing	(1)	(6)
Stewardship	(2)	(9)
Swimming	(2)	(1)
Tourney	(0)	(0)
<i>Specialty Skill</i>		
Law	(10)	(5)
<i>Combat Skills</i>		
Battle	(10)	(2)
Siege	(5)	(4)
Horsemanship	(10)	(2)
Sword	(10)	(0)
Lance	(10)	(0)
Spear	(2)	(0)
Dagger	(5)	(5)

Roman

Romance/Tournament/Grail Quest/Twilight Periods

Skill	Male	Female
Awareness	(5)	(3)
Boating	(0)	(0)
Chirurgery	(5)	(9)
Compose	(0)	(0)
Courtesy	Use Law	
Dancing	(2)	(4)
Faerie Lore	(1)	(2)
Falconry	(2)	(0)
Fashion	—	(9)
First Aid	(8)	(9)
Flirting	(2)	(4)
Folklore	Use Law	
Gaming	(2)	(3)
Heraldry	(5)	(3)
Hunting	(2)	(0)
Industry	—	(9)
Intrigue	Use Law	
Orate	(10)	(3)
Play (harp)	(1)	(3)
Read (Latin)	(4)	(2)
Recognize	(2)	(4)
Religion (Roman Christian)	(2)	(2)
Romance	(4)	(4)
Singing	(1)	(4)
Stewardship	(2)	(9)
Swimming	(2)	(1)
Tourney	(2)	(3)
<i>Specialty Skill</i>		
Law	(10)	(4)
<i>Combat Skills</i>		
Battle	(5)	(2)
Siege	(5)	(2)
Horsemanship	(10)	(2)
Sword	(8)	(0)
Lance	(7)	(0)
Spear	(2)	(0)
Dagger	(5)	(5)

Saxon

Uther/Anarchy/Boy King/Conquest Periods

Skill	Male	Female
Awareness	(10)	(4)
Boating	(10)	(1)
Chirurgery	—	(8)
Compose	(2)	(2)
Courtesy	(5)	(4)
Dancing	(2)	(3)
Faerie Lore	(2)	(2)
Falconry	(2)	(2)
Fashion	—	(5)
First Aid	(10)	(8)
Flirting	(2)	Use Nordic Charm
Folklore	(4)	(4)
Gaming	(2)	(4)
Heraldry	(1)	(1)
Hunting	(8)	(2)
Industry	—	(5)
Intrigue	(2)	Use Nordic Charm
Orate	(3)	(2)
Play (harp)	(2)	(2)
Read (runes)	(3)	(5)
Recognize	(4)	(4)
Religion (varies)	(2)	(4)
Romance	(0)	(0)
Singing	(3)	(4)
Stewardship	(2)	(8)
Swimming	(8)	(3)
Tourney	(0)	(0)
<i>Combat Skills</i>		
Battle	(5)	(2)
Siege	(0)	(0)
Horsemanship	(5)	(2)
Sword	(2)	(0)
Lance	(2)	(0)
Spear	(2)	(0)
Dagger	(1)	(5)
<i>Specialty Skill</i>		
2-H Weapon	(10)	(0)
Nordic Charm	---	(10)

Saxon

Romance/Tournament/Grail Quest/Twilight Periods

Skill	Male	Female
Awareness	(10)	(4)
Boating	(8)	(0)
Chirurgery	—	(8)
Compose	(2)	(2)
Courtesy	(5)	(3)
Dancing	(2)	(3)
Faerie Lore	(2)	(2)
Falconry	(2)	(2)
Fashion	—	(6)
First Aid	(8)	(8)
Flirting	(2)	Use Nordic Charm
Folklore	(4)	(3)
Gaming	(3)	(3)
Heraldry	(2)	(2)
Hunting	(7)	(2)
Industry	—	(8)
Intrigue	(2)	Use Nordic Charm
Orate	(3)	(2)
Play (harp)	(2)	(2)
Read (runes)	(2)	(2)
Recognize	(4)	(4)
Religion (varies)	(2)	(2)
Romance	(1)	(4)
Singing	(3)	(2)
Stewardship	(2)	(8)
Swimming	(8)	(3)
Tourney	(1)	(2)
<i>Combat Skills</i>		
Battle	(5)	(2)
Siege	(2)	(0)
Horsemanship	(5)	(2)
Sword	(2)	(0)
Lance	(2)	(0)
Spear	(2)	(0)
Dagger	(1)	(5)
<i>Specialty Skill</i>		
2H Weapon	(10)	(0)
Nordic Charm	—	(10)

Aquitainian

Uther/Anarchy/Boy King/Conquest Periods

Skill	Male	Female
Awareness	(5)	(3)
Boating	(1)	(0)
Chirurgery	—	(8)
Compose	(4)	(4)
Courtesy	(8)	(8)
Dancing	(2)	(2)
Faerie Lore	(2)	(1)
Falconry	(2)	(3)
Fashion	—	(8)
First Aid	(2)	(8)
Flirting	Use Venery	
Folklore	(2)	(1)
Gaming	(2)	(3)
Heraldry	(1)	(1)
Hunting	(5)	(1)
Industry	—	(8)
Intrigue	(5)	(5)
Orate	(5)	(2)
Play (harp)	(2)	(3)
Read (Latin)	(2)	(2)
Recognize	(2)	(2)
Religion (Arian Christian)	(2)	(2)
Romance	Use Venery	
Singing	(2)	(3)
Stewardship	(2)	(8)
Swimming	(2)	(1)
Tourney	(0)	(0)
<i>Specialty Skill</i>		
Venery	(10)	(10)
<i>Combat Skills</i>		
Battle	(10)	(1)
Siege	(2)	(2)
Horsemanship	(10)	(3)
Sword	(10)	(0)
Lance	(10)	(0)
Spear	(2)	(0)
Dagger	(2)	(3)

Aquitainian

Romance/Tournament/Grail Quest/Twilight Periods

Skill	Male	Female
Awareness	(5)	(2)
Boating	(1)	(0)
Chirurgery	—	(8)
Compose	(5)	(5)
Courtesy	(8)	(5)
Dancing	(2)	(5)
Faerie Lore	(2)	(1)
Falconry	(2)	(2)
Fashion	—	(8)
First Aid	(4)	(8)
Flirting	Use Venery	
Folklore	(2)	(1)
Gaming	(2)	(4)
Heraldry	(3)	(3)
Hunting	(3)	(1)
Industry	—	(8)
Intrigue	(3)	(4)
Orate	(2)	(2)
Play (harp)	(2)	(4)
Read (Latin)	(2)	(2)
Recognize	(2)	(2)
Religion (Arian Christian)	(1)	(1)
Romance	Use Venery	
Singing	(2)	(4)
Stewardship	(2)	(8)
Swimming	(2)	(1)
Tourney	(3)	(3)
<i>Specialty Skill</i>		
Venery	(10)	(5)
<i>Combat Skills</i>		
Battle	(10)	(1)
Siege	(2)	(2)
Horsemanship	(10)	(3)
Sword	(10)	(0)
Lance	(10)	(0)
Spear	(2)	(0)
Dagger	(2)	(3)

Playing a Squire or a Handmaiden? Read This!

Perhaps you'd like to role-play a character who is younger than the standard starting age of 21 years. If so, then you have the option of playing either a squire or a handmaiden. The life of a squire is detailed extensively on pgs. 36 and 37 in *King Arthur Pendragon*, 5th ed. The life of a handmaiden is detailed a bit here.

Handmaidens

Upon turning sixteen years of age, a young noblewoman will leave her family's manor or, if very wealthy, the convent school where she was cloistered since childhood. She will travel to a local court and give service to an older lady of higher station. The younger woman will be a "maiden-in-waiting" and will attend to her lady. During this time she will learn the subtle womanly arts of running a manor and navigating courtly protocol. Hopefully, the handmaiden's lady will also help her to find a good husband.

Starting Age for Squires and Handmaidens

If your character is starting as a 16-year old, then of course he or she will not be as developed as a 21-year old character. Thus such younger characters do not get any of skill development after this point.

Sixteen-year old characters begin with the list of standard skills, as these are the cultural norms of what "everyone learns." However, all skills greater than 5 are reduced by three points, or to 5, whichever leaves a greater result.

Then an additional 10 points are added to any skills, reflecting the childhood interests of the character.

I've chosen to ignore any changes in statistics, which would be natural due to growth.



B. Add Individual Skill Choices

Helpful Hint: As you add points, write them in as +5 or +2, etc., as you go, and then at the end add them all up and write in the total.

Note the following limitations:

- No skill or combat skill may be raised above 15 by these individual skill points.
- No Trait can be raised above 19 by these individual skill points.
- No Passion can be raised above 20 by these individual skill points.
- No attribute (i.e., SIZ, DEX, STR, CON, APP) can ever be raised above racial limits.
- No skill with a beginning value of 0 or “—” may be augmented, except for combat skills. Hence, for example, no male character can have a Fashion skill when starting play.
- Individual skills can be augmented by several of the several steps below. For example, a default Cymric knight in the Uther Period starts with a Hunting skill of 6, but at Step 3 this can be raised to 11, then at Step 4 it can receive 4 more points to bring it to 15.

Knights

The rules here are repeated from *King Arthur Pendragon* 5th ed., pg. 29–30.

1. Choose any one combat or non-combat skill at which you excel. Make it 15. (A weapon skill is a popular and useful choice.)
2. Choose any 3 non-combat skills, and make each of them 10.
3. Raise any four scores from among the Traits, Passions, or Skills.

If you raise a **skill** or **combat skill**, then it increases it by up to 5 points.

If you raise an **attribute**, **trait**, or **passion**, then it increases by 1 point.

4. Add 10 more discretionary points, to be divided in any amount among any number of non-combat skills of your choice.
5. All other skills start at the default values.

Ladies

1. Choose Siege, Dagger, or any one non-combat skill at which you excel. Make it 15.
2. Choose any three of Siege, Dagger, or any non-combat skills, and make each of them 10.
3. Raise any four scores from among the Traits, Passions, or Skills.

If you raise a **skill** or **combat skill**, then it increases it by up to 5 points.

If you raise an **attribute**, **trait**, or **passion**, then it increases by 1 point.

4. Add 10 more discretionary points, to be divided in any amount among any number of non-combat skills of your choice.
5. All other skills start at the default values.

C. Family Characteristic

This is now for both Knights and Ladies. Roll once per new character for a family characteristic (unless it has already been determined by a player character who is the current character’s progenitor, in which case males inherit their father’s characteristic, and females their mother’s).

Skill modifiers for family characteristics ignore the limits stated above under “Individual Skill Choices”; thus, they do allow the affected skills to go above 15.

Note: If a bonus applies to a skill that is one of the skills subsumed by a new Specialty skill, simply add the modifier to the Specialty skill. Thus, for instance, an Aquitainian who rolls an 11 on the table below gains “naturally lovable” as his characteristic; he adds the +10 modifier to his Venery skill instead of his Flirting.

Table 21: Family Characteristic

d20 Roll	Characteristic
1	Keen on Status (+5 Courtesy)
2	Spiritual Bent (+5 Religion)
3	Know the Commoners (+5 Folklore)
4	Know Faerie Ways (+5 Faerie Lore)
5	Good with Horses (+5 Horsemanship)
6	Excellent Voice (+10 Singing)
7	Keen-sighted (+5 Awareness)
8	At Home in Nature (+5 Hunting)
9	Sprightly (+10 Dancing)
10	Natural Healer (+5 First Aid)
11	Naturally Lovable (+10 Flirting)
12	Never Forgets a Face (+10 Recognize)
13	Surprisingly Deductive (+5 Intrigue)
14	Like an Otter (+10 Swimming)
15	Natural Storyteller (+10 Orate)
16	Natural Musician (+10 Play (all instruments))
17	Good with Words (+10 Compose)
18	Grew Up with Books (+5 Reading)
19	Good with Birds (+10 Falconry)
20	Clever at Games (+10 Gaming)



D. Father's Class Bonuses

You found your father's Class in Personal Data, Step E.1. Some of these classes allow a further bonus to be added to your Skills, Traits, and Passions. These are now added to the character sheet.

Like Family Characteristics, these modifiers can push skills above 15; as well, they can push Traits beyond 19 and Passions beyond 20.

If a social class does not appear here, it grants no bonuses.

Note: If a bonus applies to a skill that is one of the skills subsumed by a new Specialty skill, simply add the modifier to the Specialty skill. Thus, for instance, a Roman whose father was an urban officer adds the +2 modifier to his Law skill instead of his Folklore.

Father's Class Benefit

Banneret	+5 skill points, Loyalty (lord) +1, Loyal (vassals) rises to 10 (if currently below 10)
Clan Chief	+5 skill points, Loyalty (lord) +1; Loyal (vassals) rises to 10 (if currently below 10)
Churchman	+5 to each of Chirurgery, First Aid, Folklore, Read (Latin), and Religion (Christianity)
Druid	+3 to each of Chirurgery, Faerie Lore, First Aid, Folklore, Read (Ogham), Orate, and Religion (Paganism)
Esquire	See the nearby essay, "Esquires in Play."
Feudal Officer—Admiral	Specialty skill: Seamanship 10* (* Used for Boating as well as rolls made to command larger sea-going vessels. See "New Rules" at the end of this document.)
Feudal Officer—Butler	+5 skill points, to be divided between Courtesy and Stewardship
Feudal Officer—Castellan	+5 to Siege
Feudal Officer—Chamberlain	+5 to Read (Latin)
Feudal Officer—Chancellor	+5 to Courtesy
Feudal Officer—Commissioner	+5 to Battle
Feudal Officer—Constable	+5 to Battle
Feudal Officer—Deputy	Same as the Officer in question
Feudal Officer—Forester	+5 to Hunting
Feudal Officer—Justiciar	+2 to Just
Feudal Officer—Marshall	+3 to each of Battle and Siege
Feudal Officer—Seneschal	+5 to Stewardship
Feudal Officer—Sheriff	+2 to each of Folklore and Just
Lord Knight (any noble rank)	+2 to each of Courtesy, Heraldry, Intrigue, Battle
Man-at-Arms	−5 to Horsemanship
Tribal King	+5 skill points, to be divided among Heraldry, Intrigue, Battle
Tribal Officer—Advisor	+2 to any one non-combat skill, +2 to Courtesy
Tribal Officer—Cup-bearer	+2 to Stewardship, +2 to Courtesy
Tribal Officer—Master of Horse	+3 to Horsemanship, +2 Courtesy
Tribal Officer—Warlord	+3 to Battle, +2 to Courtesy
Urban Officer—Chief Engineer	+5 to Siege
Urban Officer—Garrison Commander	+5 to Battle
Warband Leader	+3 to Battle
Famous Warrior	+3 to Folklore
Equites of Aristocrat Family	£2d6+10 extra money



Luck & Starting Glory

This section includes the new “Luck Tables,” granting further starting items, treasures, or benefits to starting characters.

A. Luck Tables

New knights may roll once on the Luck Table: Males use an appropriate cultural table; all ladies use the same table, found on pg. 65.

Special Items from the Luck Tables

These are rare, very special items. Players get one roll for each gender in an entire family, not once per character. These are family heirlooms. Hand them down from character to character.

Wondrous Items

Many of the items in the Luck Tables are supernatural. Knights will tend to describe any of them as fantastic, wondrous, magical, supernatural and so on.

However, in the lists below several terms are used with specific definitions, to differentiate their origins and functionality.

Marvelous items are those that invoke a sense of wonder, awe, admiration, and astonishment. They could be supernatural, but often are not. Their beauty or craftsmanship are sufficient to inspire and entrance. Thus, books and medicines are considered marvelous. Anything not labeled Magical or Miraculous is Marvelous.

Magical items are of Pagan origin. These are sometimes labeled as a Pagan holy item.

Miraculous items have been clearly imbued with the divine power of the Christian God. These are often **relics**, which are actual pieces of a saint’s mortal remains.

Some items are marked with a ‡. These require gestures and/or spoken words to activate their wondrous power. The user must spend an entire round undisturbed in prayer and invocation to make it work. If he is distracted, wounded, etc., then it won’t work. (Thus, he can’t do this while charging, etc.)

Thus whether your knight is chanting while rubbing his magical deer tattoo, or making the sign of the cross and shouting “Alleluia,” his mystical power will be known.

Normal people, including knights, do not know or like magic. The first time someone sees a character do this they will become wary of the user. Repeated use will cause everyone—even Pagans and Heathens!—to become nervous and suspicious of the user. Thus observers will get a Directed Trait of Suspicious (user’s name) that might affect later play.

Finally, some items are noted to function only for a particular religion. Those are useless in the hands of anyone else.

“Out of Period” items

It is possible that a knight may get something that is “out of period,” like a destrier. Even though such is not normally available, the knight is lucky to have such a gift. (Note that destriers always count as a special steed, and are subject to the Horse Survival roll each winter phase.)

Some entries on the Cymric Luck Table allow a player to choose one of two items. The first is Christian-themed; the second, British Pagan. This allows a player to tailor his luck to his religious background, if so desired, though it may be interesting to choose the opposite item!

B. Glory

Starting Glory is a total of Base Starting Glory, Father’s Class Glory, and Knighthood Ceremony Glory.

Base Starting Glory

All knights start play having inherited Glory from their fathers. This number is based on the value of the Father’s Glory either at his death or at the time of the new character’s knighting (assuming that value is known). If not, the default amount is 6d6+150.

Father’s Class Glory

If your father’s class doesn’t appear on the table below, you gain no additional Glory for his class.

To find a random number of years held, use 6d6.

Father’s Class	Inherited Glory
Banneret	100 + (years held x 10)
Clan Chief	100 + (years held x 10)
Commissioner	100
Feudal Officer	50 + (years held x 10)
Lord Knight—Baron	150 + (years held x 20)
Lord Knight—Earl/Count	150 + (years held x 40)
Lord Knight—Duke	150 + (years held x 60)
Tribal King	100 + (years held x 20)
Urban Officer	100 + (years held x 20)

1000 Points of Knighting Ceremony Glory

You *will* get 1000 more points upon or soon after the start of the game, when your character is knighted.

Table 22: Cymric Luck

d20 Roll Result

- 01 **Money:** £30 in old Roman coin.
- 02 **Money:** £3d6+15 in old Roman coin.
- 03 **Money:** £8d6 in old Roman coin.
- 04 **Marvelous goose:** the manor where it lives gets £1 each year. Roll d20 each Winter; on 01-03, it dies; on 04-06 it does not lay the golden egg, but an egg that hatches another of its kind!
- 05 **Sword belt:** Grants automatic success at DEX rolls to stay on your feet.
- 06 **Wonderful Cat,** always gets its rat: Adds £1 income per year to the manor where it lives. Roll d20 each Winter; on 01-03, cat dies; on 04-06 it had a Wonderful Kitten that will grow up like its mother.
- 07 **Marvelous Listening Ring:** Grants +2 to Awareness
- 08 **Fantastic saddle:** Grants +4 to Horsemanship to stay on horse.
- 09 **Blessed lance:** Grants +2 modifier to **Spear** skill value when using this lance, until it breaks; if the parts are recovered, it can be repaired at a cost of £1.
- 10 **Ancient bronze sword:** grants +2 modifier to Sword skill value when used. Also, it has a weak blade that will break in combat as if it was not a sword. Value intact = £2, broken = £0. It can be repaired by a smith at the cost of £2.
- 11 **Marvelous Shield, Christian:** If your Piety is 16 or more, it grants +4 to your Major Wound threshold; or
Pagan: If your Worldly is 16 or more, it grants +4 to your Major Wound threshold.
- 12 **Marvelous horseshoes:** Grant +5 to horses movement rate. A failed horsemanship roll causes a shoe to be lost, and so the magic too. Finding the lost shoe requires a successful Awareness at the site where it was lost, but if found, the horse can be reshod.
- 13 **Warrior Song:** A faerie whispered a song in your ear while you slept. A successful Singing roll grants all friends that hear it +3 to their Energetic and +3 to Valor.
- 14 **Marvelous Underjerkin:** If struck with a Major Wound, attempt Love of Family roll. Success will reduce damage from a Major Wound to be one point less than is needed for a Major Wound; critical success = only half the damage is taken. After this, roll 1d20, where 01-15 indicates it is ruined.
- 15 **Christian: Finger of Saint Alban, a relic:** Grants +3 Piety; or,
Pagan: Horse hair from Epona's horse: a Pagan holy item: Grants +3 to Horsemanship.
- 16 **Christian: Tooth of Saint Germanus, a Christian relic:** Shout *Alleluia* and attempt Love (God) roll. Success causes all Germanic Pagans to make a Valor Roll (failure = they flee); and, beforehand, the shouter can distribute a total of 20 points among opponents that are subtracted from their Valor (i.e.- one foe gets -20, two get -10 each, twenty get -1 each, etc.
Pagan: Lock of Gwydion's hair, a Pagan holy item: Grants an automatic critical success at Temperate. After this, roll 1d20, where 01-05 indicates it is ruined. May be used once per day.
- 17 **Christian: Blood of Joseph of Arimathea, a Christian relic:**
With a successful Piety roll, the owner of this can cause the door to a prison cell to open, even if he does not have the relic in his presence. Or
Pagan: Lock of Arianrhod's hair, a Pagan holy item:
Grants an automatic critical success at Lustful. After this, roll 1d20, where 01-05 indicates it is ruined. May be used once per day.
- 18 **Chestnut colored, strong charger:** It does 7d6 damage.
- 19 **Charger, and a Camargue Ambler**
- 20 **Destrier**

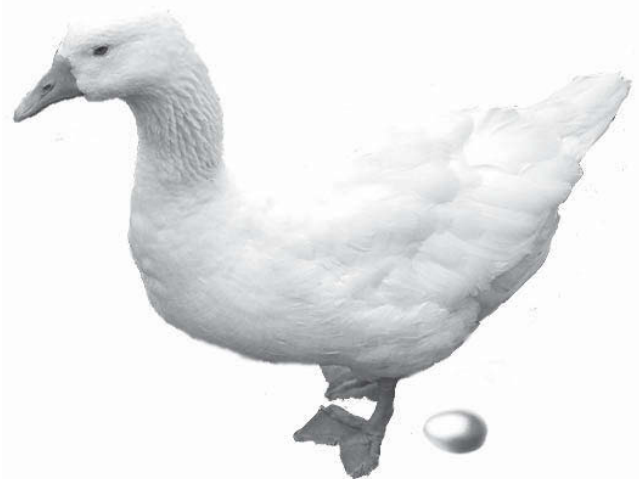


Table 23: Irish Luck

d20 RollResult

- 01 **Money:** £20 in silver nuggets.
- 02 **Money:** £3d6+10 in gold nuggets.
- 03 **Money:** £6d6 in precious stones.
- 04 **Strong Shield:** gives 7 points of protection.
- 05 **Fancy Harp:** grants +1 to Music, worth £2
- 06 **Harp of Finn:** grants +2 to Music, +2 to Worldly, worth £8
- 07 **Harp of Dagda:** grants +4 to Music, +4 to Pride; worth £20
- 08 **Wondrous Goblet:** makes wine into great wine when drunk from the cup. After drinking from it, get +2 to Orate for the rest of the evening. Can be used only once per day.
- 09 **Torch of Saint Brigit:** It lights upon command of the owner, and cannot be put out except by him, or his death.
- 10 **Comb of Aengus:** when used to comb a man's hair it grants +2d6 APP for the rest of the day, to midnight. Can be used only once per day.
- 11 **Chain of Ogma:** a necklace, when worn, grants +2 Orate and +2 Play (Harp), and always grants to owner +4 Vengeful.
- 12 **Luxurious Fur Cloak:** worth £2. Never deteriorates. +2 APP
- 13 **Fantastic Saddle:** grants +1 to Horsemanship, +1 to weapon skill while mounted.
- 14 **Family Sword:** With a successful Love Family roll it grants +3 to Sword fighting, but on a Fumble, strikes the wielder.
- 15 **Christian: Three hairs of Saint Patrick, a relic:** Usable only by Christian Irish, with a successful Piety roll *and* successful Honor roll, grants +2 to any Skill. Can be used only once per day. If both rolls are missed, the hairs blow away and are lost. Or **Pagan: Dian Cecht's Bandage:** Usable only Irish Pagans, requires an Honor roll, and if successful it grants +5 to First Aid skill.
- 16 **Christian: Eyebrow of Saint Finnian, a relic:** requires a successful Honest roll, and if successful grants +5 Awareness until nightfall or daybreak; or **Pagan: Ten Feathers of Aengus:** Grant a Pagan Irishman one point of APP each when worn in a hat, cap or helm. However, each time they are worn the wearer must make a Chaste roll, or one of them blows away.
- 17 **Christian: Fingernail of Saint Columba the Virgin, a relic:** requires a successful Piety roll, then grants +5 to Chaste; or **Pagan: Coal of Lugh, usable only by Irish Pagans:** It always glows dimly. With a successful Just roll, it bursts into light so bright that it lights the area even through clothing, and will remain bright until the next sunset.
- 18 **Charger, and an Irish courser.**
- 19 **Barb, and a Camargue Ambler**
- 20 **Destrier**



Table 24: Roman Luck

d20 RollResult

- 01 **Money:** £20 in old Roman coin.
- 02 **Money:** £3d6+10 in old Roman coin.
- 03 **Money:** £6d6 in old Roman coin.
- 04 **Horatio's Shield:** Always gives full protection, including against axes, and even if the bearer would not get shield protection, such as losing combat, and even with a fumble. However, when borne it always grants a -5 DEX.
- 05 **Book of Asclepius:** Requires successful Read, then grants +3 to Chirurgery
- 06 **Institutes of Gaius, a book of Law:** Requires successful Read, then grants +3 to Law when consulted
- 07 **Arm Ring of Chastity:** grants +3 to Chaste, +2 APP; worth £2
- 08 **Plume for Helmet:** grants +1 Armor protection for any helm
- 09 **Gladius (Short Sword) of Titus Pullo:** grants -2 to Sword skill (because it is short), but 1d6+3 damage
- 10 **Ancient Shield:** grants 8 points of protection, but -3 DEX and -3 Horsemanship
- 11 **Prescription of Scribonius Largus, a medicine:** When applied, grants 5 Hit Points. Afterwards roll 1d20, on a roll of 01-03 the medicine is all gone.
- 12 **Caelius Aurelianus's Medication:** When applied, grants 2d6 Healing Points. Afterwards roll 1d20, on a roll of 01-04 the medicine is all gone.
- 13 **Galen's Healing Medicine:** When applied, grants Automatic chirurgery. Afterwards roll 1d20, on a roll of 01-05 the medicine is all gone.
- 14 **The miraculous medication of Sextus Empiricus:** When applied, grants 3d6+10 Healing Points. Afterwards roll 1d20, on a roll of 01-10 the medicine is all gone.
- 15 **Fantastic Underjerkin:** grants +1 to armor, and a successful Valor roll cancels the Chirurgical requirements of a Major Wound, though the damage remains
- 16 **Bone of King Lucius, a Christian Relic:** requires a successful Loyal (Lord) roll, and then grants +1 to any Trait. Can be used only once per day..
- 17 **Three Threads of Saint George's Cloak, a Christian relic:** grants +2 to Loyalty (Lord) and +2 to Piety rolls, +1 fantastic armor each. After a battle where they are used as armor, roll 1d20: 01-05, one of the threads was cut and is useless.
- 18 **An all black, strong charger:** It does 7d6 damage.
- 19 **Another charger, and a Camargue Ambler**
- 20 **Destrier**



Table 25: Pict Luck

d20 Roll	Result
01	Ancient plunder: Roman tableware worth £15.
02	Ancient plunder: melted silver worth £3d6+5.
03	Ancient plunder: old Roman coins worth £5d6.
04	‡ Boar Tattoo: Requires 1 round to activate, then grants +2 armor.
05	‡ Magical Hawk Tattoo: Requires 1 round to activate, then grants +3 to Javelin.
06	‡ Magical Deer Tattoo: Requires 1 round to activate, then grants +3 to DEX
07	‡ Magical Eagle Tattoo: Requires 1 round to activate, then grants +3 to Awareness.
08	‡ Magical Salmon Tattoo: Requires 1 round to activate, then grants +10 to Swimming.
09	‡ Magical Lynx Tattoo: Requires 1 round to activate, then grants +5 to Lustful.
10	‡ Magical Goat Tattoo: Requires 1 round to activate, then reduces target Chaste by 5.
11	Ancient Gold Serpent Armband: Successful Worldly roll grants +2 armor, +2 Cruel; value of £5
12	Cloak of otter fur: Does not deteriorate, grants +3 APP
13	Wondrous Flint Axe: Does +2 damage, but breaks when the user does 20 points of damage or more; afterwards “lucky flint” shard grants +1 armor.
14	Golden tear of the Sun Goddess: grants +5 APP
15	War Pony, trained only for the owner: grants +5 Horsemanship to the owner
16	Highland Pony, rouncy: Can find its way across moors.
17	The Great Spear Piercer: Against any armor (except shields), the spear does an additional +3 damage.
18	Lucky Javelin: Grants +5 to Javelin skill of any Pict who hurls it.
19	Wild Healing Potion: Grants +2d6 Healing. Used Up: 01-07
20	Marvelous Iron Chain: When worn, it grants 3 points of armor, but also causes a -3 DEX.



Table 26: Saxon Luck

d20 Roll	Result
01	Money: £15 in precious stones.
02	Money: £3d6+5 in old Roman Coin stones.
03	Money: £5d6 in gold rings.
04	Raven Feather Cloak: Requires 1 round to activate, then grants the wearer +1d6+2 Hit Point while worn. However, it requires a CON roll when removed which, if failed, grants an Aging Roll. If it is worn while sleeping, it disintegrates.
05	‡ Magical Deer Boots: Requires 1 turn to activate, then grants +4 to Movement Rate.
06	‡ Magical Sleep Stick: When this strikes a person, they must make an Energetic roll, or fall asleep. Use Sword or Axe skill when striking. Only one strike per target is allowed.
07	‡ Magical Celestial Antler: Grants +3 to Hunting when carried on a hunt.
08	Singing Blanket: Allows sleeper to wake in time of danger, giving a +5 to Energetic roll if danger is around.
09	Family Bandage: requires successful Love (Family) roll, then grants 1d6+1 points of healing to a close family member, or 1d3 if used on oneself (this is the only time someone may apply fist aid to himself). Reusable after being washed, until used on or by someone else.
10	Vitality Belt: Adds +3 to Energetic, +2 APP.
11	Ancient Helmet: +1 armor, +3 Awareness.
12	Marvelous Family Axe: requires successful Love (Family) roll, then grants 8 points of protection.
13	Rainbow Greatsword or Greataxe (player's choice): +1 damage. A successful Reckless roll negates -5 effects of being afoot against mounted opponents. Attempt this roll only once for each opponent.
14	Mark of the Spear: grants +2 to any Combat roll; also +4 to Arbitrary and +4 to Cruel
15	Mark of the Hammer: grants +2 to Energetic, and also +2 Damage.
16	Unicorn Horn Instrument: Grants +5 to Play (Horn)
17	Ivory Draughts Game: Grants a +5 Gaming skill to the owner for all games played, +10 if using this set.
18	Phol's Lesser Ointment: Grants 1d3+3 Healing. Used up: 01-04
19	Phol's Great Ointment: Grants +2d6+3 Healing. Used Up: 01-10
20	Upright Boots: Grants +5 to DEX while they are worn.

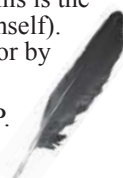


Table 27: Aquitainian Luck

d20 Roll	Result
01	Money: £20 in old Roman coin.
02	Money: £3d6+10 in old Roman coin.
03	Money: £6d6 in old Roman coin.
04	Gilded Helmet: Grants +2 to APP while worn, worth £10.
05	Fantastic Harp: Grants +3 to Play (Harp).
06	Shield of Lucius Varenus. Grants 10 points of shield protection, but -2 to Horsemanship.
07	Marvelous Saddle: Grants +4 to Horsemanship rolls to stay on horse.
08	Fur and Samite Cloak: Worth £2, never deteriorates, grants +2 APP.
09	Keen Lead Dog: Grants +3 to Hunting; always finds its way home whether alone or with his master. Roll d20 each Winter; on 01-03, dog dies; on 04-06 it had a pup like itself.
10	Loyal Mastiff, a fighting dog: See: <i>King Arthur Pendragon</i> pg. 184. Roll d20 each Winter; on 01-03, dog dies; on 04-06 it had a pup like itself.
11	Metamorphosis, a book of poetry: When consulted, requires a successful Read roll, then grants +3 to Compose and +3 to Orate.
12	Bible of Ulflias, an Arian Christian holy book: Requires a successful Read roll, then grants +3 to Religion (Arian Christian) and +3 Piety when consulted.
13	Helmet of Terror: When worn, causes the enemy being opposed in melee to make Valorous check at -5: if he fails, he runs away. On works on <i>human</i> enemies.
14	Ring of Seduction: With a successful Honest roll by the wearer, this grants -5 to the target's Chaste.
15	Ancient Iron Ring: Grants +2 armor, but also +5 Selfish
16	Belt of Cupid: Grants +3 to Venerly Skill.
17	A charger and a Camargue ambler
18-19	An Andalusian Charger
20	Destrier



Table 28: Lady's Luck

A * below indicates a marvelous jewel. This can be set in a clasp, or an intricately wrought piece of jewelry. Its value is £1d6+1. Take a moment and design the piece of your choice using the information in Table 8–5: Clothiers and Jewelers (*King Arthur Pendragon* 5th ed., pgs. 164–165) as a guideline.

d20 Roll Result

- 01–02 Roll once on the **Wondrous Substance Table**.
- 03 **Fantastic Pearl Box:** It comes with 100 pearls, each worth £½. They breed, making more of themselves, but they are uncountable, and if the box ever has fewer than 100, it ceases to function (though the pearls currently in it retain their value). When one is removed, roll 1d20: A roll of 1–5 means that the box breaks; too many have been removed, and no more will be made.
- 04 **Juno's Needle:** Makes old clothing as good as new, thus saves money. Grants £2 per year. Sometimes it hides itself. Each Winter Phase roll 1d20: 01–02, it disappears for the year, but is found the next winter with a successful Awareness by the owner.
- 05 **Ancestral Spinning Wheel:** This old thing seems to work itself, and even seems to make wool go farther: grants £1 per year.
- 06 **Perfect Scissors:** They never waste a bit of cloth: once per Winter Phase, roll Prudent, where success grants £1d3 per year.
- 07 **"The Hat."** Never out of fashion, but does rise and fall in popularity: Grants +1d3+1 APP
- 08–10 Roll once on the **Wondrous Substance Table**, unmodified; and once with a +5.
- 11 **Jewel of Beauty*:** Grants +1d3+3 to APP whenever it is worn.
- 12 **Jewel of Temperance*:** Grants +1d3+3 to Temperance whenever it is worn.
- 13 **Jewel of Chastity*:** Grants +1d3+3 to Chaste whenever it is worn.
- 14 **Jewel of Discerning*:** Grants +3 to Honest. Also, the wearer may make an Honest roll to discern the truth of another speaker's words, the Jewel granting her an additional +7 (i.e., +10 total) to see if the speaker's words contain false content. The other speaker doesn't have to know whether his or her words are false for the wearer to sense a falsehood.
- 15 **Fast Trotter:** This is a very special horse, an ambler (see "New Rules") with a Movement Rate of 10. Its rider always sits easily upon it, riding along sidesaddle as if at a gentle trot.
- 16 **Mother of all Bitches:** This old hound is a family friend, and a thing of legend in itself. Each year one of her litter is a special dog. Roll 1d6 for the type of hound produced that year: 1–2, Sprint Hounds (grant +1d6 to Hunting, determined anew each time); 3–4, Prestige Hound (worth £1 each, and 1 Glory per year); or 5–6 War Hound (has Attack skill of 17, 3d6 damage, 16 HP). Roll 1d6 each year for each dog owned: On a 1, the dog is lost, stolen, or killed.
- 17 **Fortuna Charm:** Roll 1d6: 1–3 grants a +1d6+1 modifier to Stewardship for the year; 4–6 grants -1d6 to Stewardship for the year.
- 18 **Bandage of Great Effect:** When applied to a wound, it grants any number of Hit Points to bring the recipient up to 10 total. It can only be used once, after which it must be carefully washed and dried in the sun, then rolled up with a successful First Aid roll. Failure to make the First Aid roll indicates the bandage is now useless.
- 19–20 Roll once on the **Wondrous Substance Table**, unmodified; and once with a +10.



Table 29: Wondrous Substance

The Wondrous Substance may be either a powder, kept in packets from which it is sprinkled; a liquid in bottles or gourds from which it is dripped; or an unguent in boxes from which it is smeared.

For all of these Wondrous Substances, after each use the healer must make a “Used up Roll” to see if it is all used up. Roll a d20, and if the number rolled is within the Used Up Roll, then the potion is all used up.

1d20 Roll Result

- | | |
|-----|---|
| 01 | Red Honey Bragget: Grants Automatic surgery. Used Up: 01-05. |
| 02 | Veronica’s Tears: Grants successful Surgery if a Merciful Trait roll is successful. Used Up: 01-02 |
| 03 | Good Snake Venom: Grants +4 Healing. Used Up: 01-02 |
| 04 | Beag’s Water: Grants +6 Healing. Used Up: 01-03 |
| 05 | Miach’s Ointment: Grants +8 Healing. Used Up: 01-04 |
| 06 | Borm’s Healing: Grants +1d6 Healing. Used Up: 01-04 |
| 07 | Good Snake Healing: Grants +1d6+3 Healing. Used Up: 01-07 |
| 08 | Borvo’s Healing: Grants +2d6 Healing. Used Up: 01-07 |
| 09 | Luxovius’ Potion: Grants +2d6+3 Healing. Used Up: 01-10 |
| 10 | Modron’s Ointment: Heals all wounds within one week if applied daily. Healer gets a check to Worldly. Used Up: 01-10 |
| 11 | Venus’ Perfume: Induces amorousness. +2d6 to Lust Trait. Used Up: 01-07 |
| 12 | Bull Juice: Grants higher energy. +2d6 to Energetic. Used Up: 01-07 |
| 13 | Stoik’s Temperance Drops: Induces sobriety. +2d6 to Temperance. Used Up: 01-07 |
| 14 | Rose Ointment: Induces amorousness. +2d6 to Lust Trait. Used Up: 01-07 |
| 15 | Martin’s Liquid: +2d6 to Generous. Used Up: 01-07 |
| 16 | Vesta’s Incense: +2d6 to Prudent. Used Up: 01-07 |
| 17 | Trust drops: +2d6 to Trusting. Used Up: 01-07 |
| 18 | Andvari’s Bile: +2d6 to Selfish. Used Up: 01-07 |
| 19 | Achilles’ Sweat: +2d6 to Reckless. Used Up: 01-07 |
| 20 | Ivory Horn Drink: +2d6 to Lazy. Used Up: 01-07 |
| 21 | Billygoat blood: Ingested, it does 1d6 damage, immediate. Used Up: 01-4 |
| 22 | Concentrated billy goat blood: Ingested, it does 1d6+2 damage, immediate. Used Up: 01-05 |
| 23 | Serpent Venom: Ingested, it does 2d6 damage, immediate. Used Up: 01-07 |
| 24 | Hyrkanian Drink: Ingested, it does 3d6 damage, immediate. Used Up: 01-10 |
| 25 | Dragon’s Venom: Ingested, it does 1 Damage per day, until Surgery is successful. Used Up: 01-05 |
| 26 | Devil’s Own Venom: Ingested, it does 3 Damage per day, until Surgery is successful. Used Up: 01-15 |
| 27 | Lear’s Tears: This Wondrous Substance has a potency of 3d6, recalculated each time it is used. Ingested, it attacks CON with its strength. Success = victim suffers Melancholy. Used Up: 01-07 |
| 28+ | Herne’s Blood: This Wondrous Substance has a potency of 3d6, recalculated each time it is used. Attacks CON. Success = victim goes Mad. Used Up: 01-06 |



A number of entries appear on the back of your character sheet. These are explained here.

This is where you'll store the Name, Age, and Skills of your Squire or Handmaiden.

Here is where you'll record your clothing (and its value), personal gear, and anything else unique or of significance. Specify which horse your equipment is packed away on, or whether it is safely stored at home.

This is your stable of horses. Record the stats for your best war and riding horses, your squire or Handmaiden's horse, and any extra horses you may acquire.

Here is where you'll record your wealth, in Libra, Denarii, and goods. Indicate the amount you carry with you while away from court in the "Money on Hand" space.

Landed knights start with a manor. Record its name here. Bannerettes typically have several, though they are often enfeoffed to the other knights who are his followers. Consult the Book of the Manor for further details on your lands, if need be. Ask the Gamemaster where your holding is, and its name (See: pg. 26, *King Arthur Pendragon*, 5th ed., for Cymric knights beginning in Salisbury).

Favors: This section is to keep track of favors owed to and by your knight. Just jot down the name of the person to whom the favor is owed, or who owes one to the knight.

This is just a handy place to keep track of the annual Glory your knight will get over the Winter Phase. These may need to be upgraded when Traits or Passions change, when knights attain or lose the Chivalrous or Religious bonus, etc.

Find the column labeled “Annual Glory” and write in the numbers given below to make it easy to figure your character’s annual Glory.

Personality Traits: Look at your character's Personality Traits. Write down the value of the Trait for every one that has a score of 16 or more. Total these values.

Passions: Add up the number of Passions having scores of 16 or more, and write in the values here. Add them up.

Quality of Maintenance: Knight & Ladies get the amount of Glory equal to the amount of extra money spent on maintenance. See: pg. 156, *King Arthur Pendragon*, 5th ed.

Chivalry: Does your Knight have the Chivalry Bonus? If so, enter 100 in this space.

Gentlewoman: Does your Lady have the Gentlewoman's Bonus? If so enter 100 in this space.

Religion: Does your character qualify for the Religious Knight Bonus? If so, enter 100 here.

Total Glory: Add all the above numbers, and write down the total. This is the Glory you obtain each winter.

The following items should already be filled in: Year Born, Knighted, Served as Handmaiden, Squired, Father's Name, Class, Glory to Sons, Family Characteristics, etc.

You ought to have dates and events written in here for the following: birth, squiring, father's death, and your upcoming Knighting Ceremony.

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Knighting

Everything your character has done in his life is to reach this point—the ceremony of receiving knighthood.

To become a knight, only six things matter:

1. Noble blood
2. Being of age
3. Proper training
4. Proper equipment
5. Opportunity
6. Swearing the Oath of Knighthood (i.e., a job opening...)

New characters created using this first character system always qualify for knighthood if the player wishes; the Gamemaster should make sure that they become knights as soon as the ceremony can be integrated into play.

Noble Blood

Knighthood is a noble office, so a candidate must have a father who is noble. In the Uther and Anarchy Periods, nobility has not yet affixed itself to noble lineages, so this qualification doesn't exist. Knighthood is conferred almost casually in comparison with later eras and many noble families are established for deeds at arms. In the Boy King Period, King Arthur begins to require that new knights be of noble blood — i.e., their father must have been a knight or esquire. A legitimate case could be made that a noble mother will also qualify a knight. In later Periods, however, a noble father is required. Exceptions do occur. A particularly successful man-at-arms might be raised to nobility. In the later Periods, it's even possible for a commoner to marry a noblewoman and thus acquire knighthood (though the unspoken truth of this is generally that someone needs money, and will give the lady away in marriage only after the gift of a large sum.) More likely in such circumstances is that the *son* of a noblewoman and a common man would qualify for knighthood.

Being of Age

Candidates for knighthood must have reached their majority (in most cases, age 21 is considered majority in *Pendragon*). Exceptions abound, and in fact this means a candidate has to be at least 18 years old. Sometimes under special circumstances, age 17 is sufficient—such circumstances might be because an important battle is coming up; because a young noble needs to be knighted to take his deceased father's office; or simply because someone very important says that it must happen immediately, so it does. Majority for women in *Pendragon* is 16, after which they may get married.

Proper Training

Knighthood is a profession of arms. A candidate has to know how to ride and fight, and must be willing to kill. He must also know the proper protocols and rules of his station. These include knowing courtly ranks and manners (i.e., Courtesy). Other courtly skills are useful and will probably help a knight advance, but knowing Hunting, Play (harp), Falconry, etc., are peripheral

to the primary job of knowing how to follow orders and kill.

Proper Equipment

To become a knight, a man must have a suit of armor, a shield, a battle-trained steed, a spear and sword, and some other weapons. It is generally held necessary to have these items in the most current fashion. Thus, in later Periods, just a 10-point suit of old chain mail may not qualify a person. Exceptions exist, especially where a battle is coming and more knights are needed for the field. And of course, the best available armor differs from area to area, so when 14-point plate is standard in Logres, up in Lothian 12-point partial plate is great new stuff. This gear is expensive, which is why commoners always contribute when a knight's oldest son qualifies. The second and later sons, do not qualify for this benefit. If these men are knighted then the father, or other sponsor, must personally pay for it.

Opportunity

A knight needs a source of income to maintain his station. This is usually a liege lord to swear to. Of course, a knight candidate with a manor of his own already has that obligation filled, but others generally need to find someone willing to support them as household knights. Again, exceptions exist. Standards in earlier times are looser. Sons of famous heroes might be knighted in honor of their fathers. A man might be knighted and sent off to seek his own upkeep, perhaps as a mercenary or on adventure. But in general, especially in later Periods, no noble will simply make someone a knight and set him free.

Swearing the Oath

Knighthood is a duty with responsibilities and obligations as well as opportunities and privileges. These are set forth in a solemn oath that is taken by every knight before he can enter this profession. The specific obligations vary, but are included in the oath. Violating this oath costs Honor. See *Pendragon* 5th ed., page 34, for details regarding the Ceremony of Knighthood.

1000 Glory

After swearing the oath a knight obtains 1000 Glory points. Next Winter Phase this can be applied as per the rules. Be wise! It may be a long time before another thousand is gained.

What of Religion in the Knighting Ceremony?

Knighthood does not require piety or any oath to the Church. For the entire Middle Ages, the Church tried to make the Order of Knighthood require its blessing, but the Order resisted. The oaths and obligations came to include certain social conventions and recognition of the Church, but it remained at its heart a secular institution.



Previous Experience

Your Gamemaster might allow you start a knight who is older than 21--ask!

In general, granting Previous Experience to your first character is not recommended. Why not? Because getting the Glory implies experience from having done things that neither the player nor the character has yet done.

Exception: Specific History Glory for time spent as a Squire, which is explained below.

In general, with GM approval, you can give your knight some previous experience so that he begins as an older, more accomplished knight. If you do so, be sure to adjust your knight's birth date backwards from the starting date so it will properly reflect his age.

Find the blank labeled "History" on the back of your character sheet and write in the year of each event (if known) that gave additional Glory. Put the totals in on the far right.

A. Annual Experience

You can get previous experience in the same way that a knight would get adjustments if he was Out of Play after starting in the game. That is, he can perform a solo scenario (See: *Pendragon* 5th ed., pgs. 199-204) and also get the annual Winter Phase experience (*Pendragon*, pgs. 106-111).

In addition, characters can have participated in the key events of their previous experience.

B. Specific to History

Knights can be integrated into the earlier game history by having participated in key events. This also gives them Glory.

Below are series of Glory awards, by year, based on an average number of points that would have been gained by an average (if lucky) knight who was engaged in the dominant activities of the period.

Squires can use this system too, even for first characters. *However, squires acquire only ¼ of the Glory given for the battles.*

If granted, this Glory is determined only from participation in universal activities of the realm, not from adventuring or routine duties. Universal activities include battles, since all knights are generally summoned to them; attending important state events like royal funerals or weddings; and also such things as hunting for a missing king or queen.

Thus you can use this list to determine a character's father's experience (and thus, by extension, the son's), or you can use it directly for a character's own previous experience, as player and GM decide.

Simply look at the years of a character's previous experience (or squiredom) and tally up the Glory (or ¼ of it).

Before Uther

479. *Battle of Frisia.* 50 Glory. King Ambrosius defeats Friesians.

480. *Battle of Salisbury Plain.* 300 Glory. King Ambrosius defeats Saxons.

Funeral of King Ambrosius. 50 Glory.

Uther Period

484. *Battle of Mount Damen—Part 1.* 60 Glory. Saxons defeat King Uther.

Battle of Mount Damen—Part 2. 360 Glory. King Uther defeats Saxons.

485. *Battle of Mearcred Creek.* 90 Glory. King Uther versus King Aelle of Sussex, indecisive.

488. *Invasion of Frankland.* 25 Glory. Prince Madoc raids the French.

489. King Uther accepts friendship with Duke Gorlois. 10 Glory.

490. *Battle of Lindsey.* 360 Glory. King Uther defeats Saxon Kings Octa and Elsa.

Battle of Terrabil. 60 Glory. King Uther defeats Gorlois at the cost of Prince Madoc's life.

Funeral of Prince Madoc. 50 Glory.

Wedding of King Uther and Duchess Igraine. 50 Glory.

492. Wedding of King Lot and Margawse and of King Nentres and Elaine: 50 Glory.

495. Battle of St. Albans. 720 Glory. King Uther defeats Saxon King Octa.

Funeral of King Uther: 100 Glory.

Anarchy Period

505. *Battle of Levcomagus.* 60 Glory. King Nanteleod defeats Saxon King Cerdic.

Battle of Royston. 60 Glory. King Nanteleod and Duke Ulfius fight Saxon King Cerdic to a draw.

Battle of Hertford. 120 Glory. King Nanteleod and Duke Corneus defeat King Aethelswith.

508. *Battle of Netley Marsh.* 180 Glory. King Cerdic of Wessex defeats and slays King Nanteleod.

Boy King Period

510. New Year's Day Tournament. 25 Glory.

King Arthur pulls the Sword from the Stone: 100 Glory.

King Arthur's coronation: 100 Glory.

Battle of Carlion. 180 Glory. King Arthur defeats King Lot and his allies.

Battle of Bedegraine, Day 1. 180 Glory. Arthur vs. Lot and the Eleven Kings, indecisive.

Battle of Bedegraine, Day 2. 135 Glory. Arthur and Ban defeat Lot and the Eleven Kings.

Battle of Carohaise. 90 Glory. Arthur defeats King Ryons, rescuing Leodegrance.

512. King Arthur reunited with Queen Igraine, his mother: 100 Glory.

Battle of Bassus. 150 Glory. King Arthur defeats the Centurion King and King Nentres.

513. *First Battle of Terrabil.* 360 Glory. King Arthur defeats Nero, brother of King Ryons.

Second Battle of Terrabil. 180 Glory. King Arthur defeats King Lot.

514. Wedding of King Arthur and Guinevere. 50 Glory.
Inception of Round Table. 50 Glory.

516. *Battle with the Five Kings—Evening Battle.* 45 Glory.
Arthur is defeated by the Five Kings.

Battle with the Five Kings—Night Battle. 60 Glory. King Arthur defeats the Five Kings.

Battle with the Five Kings—Morning Ambush. 120 Glory.
Cador routs the Saxon King Baldulf.

Battle with the Five Kings—Siege of Eburacum. 15 Glory.
Arthur fails to take Eburacum.

517. *Battle of Lincoln.* 270 Glory. King Arthur defeats Saxon King Cheldric.

Battle of the Caledonian Forest. 120 Glory. Arthur defeats Cheldric.

518. *Battle of Badon—Day One.* 240 Glory. King Arthur versus Saxon King Aelle, indecisive.

Battle of Badon—Day Two. 180 Glory. King Arthur versus Aelle, indecisive.

Battle of Badon—Day Three. 360 Glory. King Arthur gets the upper hand.

Battle of Badon—Day Four. 300 Glory. King Arthur defeats Aelle.

Conquest Period

519. *Battle of Alclud.* 270 Glory. King Arthur defeats Irish High King Gilmaurius.

Battle of Loch Lomond. 30 Glory. King Arthur defeats the Picts.

520. *Battle of Guinnon.* 30 Glory. King Arthur's army under Sir Griflet defeats the Angles.

526. *Battle of Autun.* 360 Glory. Sir Bedivere defeats the Romans.

Roman ambush. 240 Glory. Sir Cador and Sir Lancelot defeat the Romans.

Battle of Saussy. 540 Glory. King Arthur defeats Roman Emperor Lucius.

527. *Battle of Milan.* 360 Glory. Gawain defeats the King of Lombardy.

King Arthur's is made Emperor of Rome: 100 Glory.

529. *Battle of Surluse.* 135 Glory. King Arthur versus Duke Galeholt, nominal victory for Arthur.

530. *Battle of Tara.* 270 Glory. King Arthur defeats Irish High King Muirchertach.

Romance Period

531. Camille's Rebellion. 100 Glory. King Arthur's army defeats Camille the Sorceress.

533. *Paris Tournament.* 40 Glory.

534. *Peningues Tournament.* 40 Glory. Sir Mordred fights like a madman.

534. *Cornwall Tournament.* 40 Glory.

536. *The Battle of Paris.* 540 Glory. King Arthur defeats French King Childebert.

537. *Cornouailles Wedding Tournament.* 40 Glory.

537. *Rochester Tournament.* 40 Glory.

538. Meliagrance abducts Guinevere. 50 Glory for joining search.

Tournament Period

540. King Arthur goes missing. 25 Glory for joining search.

542. Borre's funeral. 150 Glory.

543. *Castle of the Hard Rock Tournament.* 40 Glory.

544. *Friendship Tournament.* 20 Glory.

547. *Totnes Tournament.* 10 Glory.

548. Kay exposed as Loholt's killer: 50 Glory.

Loholt's funeral. 150 Glory.

Sarum Tournament. 20 Glory.

549. *Conisborough Bachelor's Tournament.* 40 Glory.

551. *Homecoming Tournament.* 10 Glory.

552. *Surluse Tournament.* 60 Glory.

553. *Lonazep Tournament.* 60 Glory.

Grail Period

554. Feast of the Holy Grail. 100 Glory.

555. *Battle of Camelot.* 100 Glory. King Mark's siege of Camelot is broken.

556. *Battle of Cirencester.* 60 Glory. Sir Gawain versus Brian of the Isles, a draw.

Twilight Period

561. *Tournament of Champions.* 40 Glory.

562. *Lady's Day Tournament.* 60 Glory.

Hallowmass Tournament. 40 Glory.

The barge of Elaine of Astolat passes Arthur's court. 25 Glory.

563. *Battle of Joyous Garde—Day One.* 90 Glory. Arthur versus Lancelot, indecisive.

Battle of Joyous Garde—Day Two. 180 Glory. Nominal victory for Lancelot, indecisive.

565. *Battle of Barham Downs.* 30 Glory. Arthur versus Mordred, a draw.

Battle of Camlann. 500 Glory/Round. Arthur versus Mordred.

This is the end of the game; everyone dies with great Glory before their High King. Only one knight survives this fight, and we still remember his name.



"And so the proud warrior sojourned there, till finding no deeds of arms to perform he began to pine and fret, so that his happiness turned to sorrow. Yet his dusky lady was dearer to him than life. Never was there a woman of comlier form. Her heart, too, was of noble quality, displaying womanly restraint and chastity."

Wolfram von Eschenbach,
Parzival





Creating Your Continental Character

When is This?

Medieval histories always present old events in their contemporary dress. *Pendragon* does the same, giving traits of the Middle Ages to its sixth century people. The game dates of the *Great Pendragon Campaign: Anno Domini* are 485-565. The sixth century chronology determines the local politics, but the cultural and technological equivalency is with the Middle Ages.

This results in there being two periods that define the available character types. A more historical type is given first. This is the standard top of the line warrior for each culture before the high order of knighthood reaches these lands. If Arthurian knights venture into foreign lands, these early types are the dominant type of force in the armies there.

But *Pendragon* is a game of knighthood. The chivalric fantasy is continued wherein Ambrosius Aurelianus began the institution of knighthood. It spreads through Europe, with suggested dates of its establishment in these continental lands given in the write up for each people.

The lands of continental Europe are, like Britain, a fanciful interpretation of medieval politics interposed upon 6th century political boundaries.

Continental characters enter the Arthurian world most easily after 530. By then King Arthur has conquered the Western Roman Empire and all its allies, and the fame of Camelot lures the adventurous to come see what the fuss is about. Before that date the Gamemaster will have more difficulty integrating a foreigner, in large part because the events are so Britocentric that individual foreigners have less room to exercise their differences. Thus Gamemasters will have to do more juggling and adjusting when they allow continental knights earlier than 530.

Backstory

King Arthur attracts knights from all over the world to his realm, each of them seeking to experience the court of the "greatest king in the world."

Think about a few basic things concerning your character. These characters will be foreigners in Britain. Before 530 they can arrive as mercenaries, and after that, as visiting adventurers.

The nobles of Britain will welcome foreigners of equal rank. Exotic knights are always of interest (until they become obnoxious or dangerous.)

But deeds speak louder than words. Be ready to be tested, at least until you prove yourself!

Players should be prepared for a challenge as the ignorant bulk of society reacts to a stranger, both out of ignorance and curiosity, and often of harmful intent to exploit someone "not one of us."

Continentials at the Grail Mass

Foreigners appear in the traditional literature, but no place with such prominence as the climactic events of the Quest for the Holy Grail, where nine foreign knights appear to participate. Here is the passage, altered only slightly to suit this supplement.

Book XVII, Chapter XIX

... And a little before evening the sword arose great and marvelous, and was full of great heat that many men fell for dread. And presently alighted a voice among them, that said, "They that ought not to sit at the table of Jesus Christ arise, for now shall true knights be fed." So they went thence, all save King Pelles and Eliazar, his son, the which were holy men, and a maid who was his niece; and so these three remained, but no others. Soon they saw knights all armed came in at the hall door; and did off their helms and their arms, and said unto Galahad: Sir, we have hurried right much for to be with you at this table where the holy meat shall be departed. Then said he: Ye be welcome, but of whence be ye? So one of them said he was of Occitania, and another of Iberia and a third of Italy, and others they were of Denmark, of France and of Germany, and the other three of distant Byzantium, Egypt and Hunland.

How do I fit in?

Work it out. Know a basic back story.

Membership in an International Brotherhood may be the key. The Templars are the best-known organization that spans peoples and continents. Other possibilities might be Brotherhood of the Host (Hospitalers, offering refuge and safety to travelling guests).

Ultimately, all that need be said is, "We know your father was loyal and kept his place," and you can squeeze in just about anybody.

Why did I leave home?

Many knights travel far to see the splendor of the crown of chivalry. Why did yours?

Some come from curiosity. Others wish to further its noble cause. Some come to challenge it. A knight might have been formally outlawed from his own land. Maybe he has no liege. Perhaps jealous enemies drove him away. He could have murdered someone. Or maybe just cut himself loose from a bad lord. Broken heart?



Why travel so far?

Perhaps he is driven by a spirit of adventure, or maybe he heard voices telling him to do so (useful among Religion-motivated); it may be that he has been outlawed, shipwrecked, “feloniously driven from there by bad men”; or there’s the ever-popular, “It’s a secret.”

The Stereotypes

The following stereotypes are universal. Byzantines and Occitanians think the same thing about the Italians, and the Moors and Danes think the same about the Spaniards.

In King Arthur’s realm, the majority of knights know only these stereotypes. It is nothing deliberately insulting. It is because of the same reason they think a race in India has mouths in their torsos—they never learned more. “Everyone knows” these things, even though no one has ever met such a person.

So these stereotypes are not the way your characters would feel about themselves. See the Self Image section in each write up.

On the other hand, players may wish to play up these stereotypes as their characterization. Go for it. The stereotypes come from someone!

The Byzantines

The Byzantines are the people of the Eastern Roman Empire. Their main city is Constantinople, a fabulously wealthy, holy and ancient city. Its residents are extremely sophisticated, knowledgeable, and honorable soldiers. But they are aloof, with a false sense of superiority. They eat strange foods, wear strange clothes and think that chariot racing is entertaining.

The Danes

Danes are men of honor. They are big, hearty folk who are made tough by the terrible land they live in. Dark and cold winters make them moody and dangerous, while the long summer days overexcite them. Danes know little of civilized manners and are, simply, uncouth. Big and tough, but unable to ride a horse. Denmark is backwards and wild—the suitable land for these people.

The French

The French are people of honor and pride. A French knight is a volatile mixture of residual barbarism and incipient sophistication, tempered by a misplaced sense of tribal pride. Their best are excellent horseman and fighters, although the rank and file tends to be self-serving to the point of cowardice.

The Germans

A stern, honorable people. The knights are fierce and brave fighters, their leaders are canny. But they are unable to cooperate.

They are extremely rigid in their ways, which are strange (like having serf knights). Obedience is a major virtue among them.

The Spanish

Spanish knights are proud and vain. The nobles among them have kept a proud warrior tradition alive alongside a sophisticated local culture. It’s a war-filled land, and poor. The knights have absorbed many civilizing traits of their Ibero-Roman subjects, but have not lost the fierceness of the conqueror. They are touchy and passionate in all things.

The Italians

The Italians are easy-going, pleasure-loving people given to excess and decadence. They live in big, rich, fortified cities. The knights among them, servants of their city lords, are skilled and dangerous. They sit upon a great past—they rule Rome! But these Italians have not absorbed the knowledge or Glory of their Roman subjects. Thus they are ignorant, but they are also sensitive, and so are easily provoked to personal ire.

The Occitanians

The Occitanians are a people who are keen of mind and who lean naturally towards sophisticated ideas. Their land is pleasant and rich, and they have many cities and trade. An Occitanian knight is a noble, self-aware fighting man, but selfish and slow to act because they have no liege lords. They are lazy and indulgent, like love songs and reading. They are, really, *oversophisticated*. They are unable to resist even the most foolish liberal traits of their Gallo-Roman subjects.

The Huns

The Huns are small, rugged horse-riding people of the steppes. They are a strong and small because they are descendants of a giant and dwarf mating. They distrust buildings, eat raw meat, and may be cannibals. The knights from among them are rowdy and uncouth, but honorable to their word.

The Zazamancs

Zazamancs are the strange Saracen people who live in distant Africa and Araby. Of all peoples, they are the most foreign because everything about them is dissimilar. True, they are Honorable under oath, and their knights are courageous and loyal. But they know many unusual things, have seemingly magical powers of healing and know how to read!

Comparison with NPCs

The NPCs of the game were made long before this section was developed, so there are significant discrepancies between these characters and the opponents found during the Roman War, or even with Sir Palomides and Úrre in the NPC handouts.

In all cases, for player knights, the rules presented here supersede those found in previous publications.



Common Factors

Everything your character has done in his life is to reach this point—the ceremony of receiving knighthood.

The character generation process for the Continental Characters is the same as for the Mainstream Characters, but the presentation here is different. These are less complicated—they have more differences than similarities. Thus each people is presented separately, from start to finish. This section explains what they *do* all share in common, to keep from having to repeat it. While generating your Continental Characters you may have to refer back to this section.

Ladies for these cultures follow the same procedures. As with the Mainstream characters, they get the same special skill, trait or passion as the men, and all Ladies use the same Luck Table, in the Mainstream chapter.

1. Personal Data

A. Age

Foreigners who journey to King Arthur's court are probably not beginners at age 21. Feel free to give them experience before arriving at court.

If your character is traditional, be sure not to advance his knightly skills before knighthood reached their lands. Alternately, your new character might have come under the influence of an individual who is the harbinger of chivalry to the land. Check with the GM and see what he allows. An interesting story is more important than unyielding interpretation of the rules.

B. Son or daughter Number

Roll 1d6+2 to find where the character is in the hereditary succession. (It is assumed that no one who has a fair chance at inheriting his father's estates and titles would leave his homeland for foreign adventure.)

Note, too, that foreigners are not subject to the "third son = Prayer" rule.

C. Homeland, Culture & Religion

These are extremely different and have considerable detail given in the individual write ups.

All of these Homelands have a pre-knightly Stage mentioned, which is before knighthood is widely practiced in that land.

Some places have names in [brackets.] These are their modern names.

Culture

A few facts that differentiate the culture from others are given here. The most important part is the Self Image section.

Religion

Religion varies from culture to culture. Options are given here. Rather than making a rule for determination, everyone gets to choose.

Your Lord

Who does the knight swear to, or last swore to? A random table provides the options for a typical knight or soldier.

Next is a list of the contemporary rulers of those lands during the time of the *Great Pendragon Campaign*. Further events concerning these individuals are sometimes given at the end of each section, under Previous Experience.

D. Current Class

Father's Class: Early Stage

Early stage, pre-knight characters venturing to Britain should use this idea:

The new character is the son of a petty nobleman in his homeland. Noble blood, honor and martial ways are the most important ingredients to be accepted by mainstream Arthurian society. With that, almost any other strange thing can be excused as being "foreign."

New characters begin as the local equivalent of "knights," though often this means simply that they are trained warriors.

Knightly Characters

Knightly characters usually have a couple of options for the character's father rank. The local variations to the institution of knighthood, such as serf knights or allodial knights, appear in this section.

E. Equipment

The equipment for a starting character is given. In the Dark Age periods everyone has about the same equipment, but whereas improvement comes steadily to Britain, some lands remain technologically behind others, and their horses and equipment are not as up to date as Arthur's realm.

Other troop types? This is a game about knights. GMs may approve of player characters being other troop types, but you have to figure their characteristics out for yourself. However, if want to play a turcupole, you're smart enough to work out how to make one for this game, if your GM allows it.



2. Traits & Passions

Traits and Passions are determined by the character's culture and religion. Some areas also have specific bonuses or penalties depending on their specific locale.

Directed Traits

Some lands have special Directed Traits, which are listed here. Not everyone does.

Special Traits

Some cultures have a special Trait as their characteristic. Oinology is an example. Its conditions and rules will be listed here.

Note: Many bonuses or Luck items grant a modifier to a given Trait. These never modify the opposite Trait unless the description says it does.

Homeland Trait Modifiers

Some Homelands give special bonuses. If none is listed, there is none.

3. Attributes & Derived Statistics

As with mainstream knights, either distribute attribute points as desired or roll randomly.

Shaped Characters

Distribute a total of 60 points among the five attributes, keeping in mind the fact that all starting attributes, must be between 5 and 18.

Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

Certain cultures have bonuses and penalties for some attributes. This modification is applied after the base attributes have been allotted or rolled. Thus, this can allow people to go above or below their normal restrictions.

4. Skills & Combat Skills

All characters have the same skill list, except for their cultural specialty. But their abilities at those skills vary from culture to culture.

Starting Skills

The base skill lists for the average male and female of this class are given. These will be augmented with Individual Skill choices.

Specialty Skills

Continental cultures each have their own Specialty Skill, Traits or Passions. The rules to use these are collected in the "New Rules" section at the end of this document.

Add Individual Skill Choices

Helpful Hint: As you add points, write them in as +5 or +2, etc., as you go, and then at the end add them all up and write in the total.

Note the following limitations:

- No skill or combat skill may be raised above 15 by these individual skill points.
- No Trait can be raised above 19 by these individual skill points.
- No Passion can be raised above 20 by these individual skill points.
- No attribute (i.e., SIZ, DEX, STR, CON, APP) can ever be raised above racial limits.
- No skill with a beginning value of 0 or "—" may be augmented, except for combat skills. Hence, for example, no male character can have a Chirurgery skill when starting play.
- Individual skills can be augmented by several of the steps below. For example, a default Cymric knight in the Uther Period starts with a Hunting skill of 6, but at Step 3 this can be raised to 11, then at Step 4 it can receive 4 more points to bring it to 15.

Knights

The rules here are repeated from *King Arthur Pendragon* 5th ed., pgs. 29–30:

1. Choose any one combat or non-combat skill at which you excel. Make it 15. (The Sword skill is a popular and useful choice.)
2. Choose any 3 non-combat starting skills other than Chirurgery, Fashion, and Industry, and make each of them 10.
3. Raise any four scores from among the Traits, Passions, or Skills.

If you raise a **skill** or **combat skill**, then it increases it by up to 5 points.

If you raise an **attribute**, **trait**, or **passion**, then it increases by 1 point.

4. Add 10 more discretionary points, to be divided in any amount among any number of non-combat skills of your choice.
5. All other skills start at the default values.



Ladies

1. Choose Siege, Dagger, or any one non-combat skill at which you excel. Make it 15.
2. Choose any three of Siege, Dagger, or any non-combat skills, and make each of them 10.
3. Raise any four scores from among the Traits, Passions, or Skills.

If you raise a **skill** or **combat skill**, then it increases it by up to 5 points.

If you raise an **attribute**, **trait**, or **passion**, then it increases by 1 point.

4. Add 10 more discretionary points, to be divided in any amount among any number of non-combat skills of your choice.
5. All other skills start at the default values.

Father's Skill Bonus

Some nationalities have this bonus which is granted to all sons. These allow the starting Skill to go over 15.

Homeland Skills

A couple of Homelands get some additions to Skills. Those are listed in this section.

Special Skills

Some cultures get special skills, typically one skill that encompasses two normal skills, and is used to replace them. Those, if present, are explained here.

5. Luck & Glory

Luck

Each culture has its own Luck Table for knights.

All women from all cultures share the same Luck Table, which is given on pg. 65.

Also, Table 29: Wondrous Substances is there, on pg. 66.

Glory

Beginning characters all start with the same Random Glory values. **Inherited Glory** is gained from the character's father. **Acquired Glory** is the amount gained so far by his own young adventures.

6. Knighting

Many non-knightly and pseudo-knightly ranks exist herein. Individuals who are of noble blood and practice a martial lifestyle will probably be treated as knights by the Arthurian nobility, but they are not actually knights. Therefore, their status does **not** warrant the 1000 Glory for being knighted. If, during their adventures in Britain, they obtain this status, then they get the Glory for it.

If they were knighted in their Homeland, they do get the thousand points, of course.

Additional Modifiers from Glory

It is possible that a character will acquire more than 1000 points of Glory in the next step. If so, remember to add 1 bonus point to the skills, Traits, Passions, or attributes before play.

7. Previous Experience

This section gives notes about the most significant events for the Continental homelands to provide some background for previous experience. This information is an event to hand Glory on, and intended to give a general idea of the tumultuous times, and perhaps a couple of phrases to toss around when amidst the Arthurian knights ("I was with General Belisarius when Emperor Justinian conquered Sicily.")

Look especially for a reason that might have motivated the character to depart from his homeland, and other back-story clues.

To get an idea of these events, find the date of your character's birth (current date minus his age), then add 15 to find the earliest possible date he entered the world of adulthood (i.e., became the equivalent of a squire-in-training).

For the "Previous Experience" section on your character sheet, use the method described in *Pendragon* 5th ed., plus get the Glory from the events listed below.

Glory: Get 50 Glory for witnessing each non-battle event. For each battle, get 1d6 x 50 Glory.

Byzantines

The Byzantine Empire is a great political power in the eastern Mediterranean. It is sophisticated and, for much of this period, successfully expansive.

In the literature, Sir Sagramore le Desirious, the son of the Emperor, is from Constantinople.

Byzantines provide only one type of character from Byzantium, since their politics and culture did not change appreciably during the Arthurian and Medieval eras.

1. Personal Information

Homeland

The Byzantine Empire is great, widespread and powerful. It includes many peoples in Europe and Asia under their rule. Whatever their ethnicity, they are foremost Byzantines.

Syria is a province from Asia. Its major city is Antioch.

Illyricum is a province from the Balkans, and its great city is Salonica.

The great city of **Constantinople** is the capital of the empire, one of the largest and most magnificent cities in the world. It has thrived in unbroken peace and splendor since it was established by Emperor Constantine the Great two hundred years ago.

Table 30: Byzantine Homeland

d20 Roll	Home
01-08	Syria, stationed in Antioch
09-15	Illyricum, stationed in Salonica
16-20	Constantinople

Culture

The Byzantine people are the citizens of the Eastern Roman Empire. They don't actually call themselves Byzantines, but the knights in Pendragon Britain call them that. They would call themselves Greeks, if speaking culturally; and Romans, if they are speaking politically, since they are the legitimate heirs of the ancient Roman Empire. Nor, for that matter, is their capital city called Byzantium, but rather Constantinople.

Self image

"We have been the height of civilization since ancient times. We are the heirs of the Greek philosophers and the Roman politicians. We are a powerful empire, and will continue to be so forever."

Chariot races

Chariot racing with quadrigae (4-horse teams) is extremely popular in the hippodrome of Constantinople. People fanatically support one of the four teams which are designated by colors. The teams, and thus the supporters, have different financial,



religious and political inclinations as well. The teams are the Blues, Greens, Whites and Reds.

Names

Male: Alexander, Alexius, Anastasius, Andronicus, Arcadius, Basil, Constantius, David, Diocletian, Diocles, Galerius, George, Heraclius, Isaac, John, Jovian, Julian, Justinian, Justin, Leontius, Licinius, Manuel, Marcian, Maurice, Michael, Nicephorus, Nicholas, Philippicus, Phocas, Romanus, Stauracius, Theodore, Theodosius, Theophano, Theophilus, Valens.

Female: Anna, Eudocia, Irene, Theodora, Yolanda, Zoe. Many of the men's names have feminine forms as well (Alexandra, etc.).

Religion

Orthodox Christianity is the dominant Church here. However, some people follow the ancient philosophers and are Neoplatonists, while another minority is the Manicheans.

Orthodox Christian

"We've never changed the ways given us by Saint Paul and the Church Fathers. Emperor Constantine the Great, who made our great city, also made Christianity the official religion in our city. Now that the Patriarch in Rome, the Pope, is a captive of barbarians, he is trying to convince us of his fraudulent dominance. The truth is our Emperor is the heir of Constantine and we'll never agree to Roman rule."

Neoplatonic Christian

"The ancient philosophers have taught us of the nature of the universe and the proper way to live. The ways of Socrates, Plato, Aristotle and the other men of knowledge anticipated the

teachings of Jesus and are fully compatible with his Gospel, even if ignorant and ill-educated fools think otherwise.”

Manichaeism

“Our Prophet is Mani, Apostle of Jesus Christ by the providence of God the Father. He has revealed that the world is ruled by two gods, one that is good and one that is evil. It is the obligation of upright men to work for Good, worship the Creator, and move towards the Light; and to combat Evil in all its forms. Jesus taught us that.”

Your Lord

Random Determination:

Table 31: Byzantine Liege Lord

d20 Roll	Byzantine Lord
01-15	Your Drungarios
16-19	Turmarch's Guard
20	Emperor's Bodyguard

Contemporary Emperors	
476-491	Emperor Zeno
491-518	Anastasius
518-527	Justin I, nephew of Anastasius
527-565	Justinian the Great, nephew of Justin
565-578	Justin II, nephew of Justinian

Father's Class

Characters all begin armed, trained and equipped as a cataphract. Their Father's class will affect their Equipment.

Table 32: Byzantine Father's Class

d20 Role	Father
01-15	Thematic Landholder
16-17	Tagmata Soldier
18-20	Officer, see table below

Thematic Landholder. The approximate equivalent of a landholding knight.

Tagmata. Imperial force, maintained by imperial funds, military elites.

Byzantine Officer

d20 Role	Officer
01-16	Drungarios
17-19	Turmarch
20	Strategos, "General"

Drungarios. An officer of the Army, commands a *drungae* of several hundred men.

Turmarch. Officer commanding a *turma*, of several *drungae*.

Strategos. Commander of the entire army from a Theme (region), of several Themae.

Cataphract

Characters all begin armed, trained and equipped as a cataphract.

The Byzantines are already efficient horse soldiers, and knighthood *per se* does not reach them during the campaign.

Equipment

Early Stage Cataphract, 485-510

Scale Mail and open helm (12 points), Mace, dagger, Light Shield (3 points), Great Lance, Compound bow and arrows (see "New Rules" for both);

Andalusian Charger (with trapper), rouncy, sumpter

Late Stage Cataphract, 530-585

Heavy Scale Mail and closed helm (14 points), Mace, dagger, Light Shield (3 points), Great Lance, Compound bow and arrows (see "New Rules" for both);

Destrier (with trapper), rouncy, two sumpters

Modifiers due to Father's Class

Thematic Landholder. None.

Tagmata Soldier. Another charger.

Officer. Another charger. Superior Armor, +1 to protection.

2. Traits & Passions

Byzantine (Orthodox Christian)

Chaste 13/7 Lustful

Energetic 10/10 Lazy

Forgiving 10/10 Vengeful

Generous 13/7 Selfish

Honest 6/14 Deceitful

Just 10/10 Arbitrary

Merciful 13/7 Cruel

Modest 13/7 Proud

Pious 10/10 Worldly

Prudent 15/5 Reckless

Temperate 10/10 Indulgent

Trusting 8/12 Suspicious

Valorous 15/5 Cowardly

Byzantine

(Neoplatonist)

Chaste 10/10 Lustful
Energetic 10/10 Lazy
Forgiving 10/10 Vengeful
Generous 10/10 Selfish
Honest 9/11 Deceitful
Just 10/10 Arbitrary
Merciful 10/10 Cruel
Modest 7/13 Proud
Pious 13/7 Worldly
Prudent 15/5 Reckless
Temperate 13/7 Indulgent
Trusting 8/12 Suspicious
Valorous 15/5 Cowardly

Byzantine

(Manichaeist)

Chaste 13/7 Lustful
Energetic 10/10 Lazy
Forgiving 10/10 Vengeful
Generous 13/7 Selfish
Honest 6/14 Deceitful
Just 7/13 Arbitrary
Merciful 10/10 Cruel
Modest 13/7 Proud
Pious 13/7 Worldly
Prudent 10/10 Reckless
Temperate 13/7 Indulgent
Trusting 8/12 Suspicious
Valorous 15/5 Cowardly

Religious Bonuses

After determining your Traits, check to see whether your character qualifies for any Religious bonus. If all the underlined Traits are 16 or higher, then the appropriate bonus applies:

Christian, Orthodox: +2 Hit Points, +3 Damage

Christian, Neoplatonist: +2 Hit Points, +1 Damage, +2 Healing Rate

Manichaeist: +2 Hit Points, +1 Healing, +1 Armor

Starting Passions

Loyalty (Emperor) either 2d6 or 15
Loyalty (Unit Leader) 3d6
Love (Family) 2d6+5
Hospitality 2d6+5
Honor 3d6

Local Passions

Antioch, Syria: Hate Moors, 4d6+1
Salonica, Illyricum: Hate Goths, 4d6+1
Constantinople, Europe: Hate Huns, 4d6+1

3. Attributes & Statistics

Shaped character

Divide 60 points among the five attributes; all stats must be between 5 and 18.

Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

Byzantine: +1 DEX, +2 CON

4. Skills & Combat Skills

Starting Skills

Skill	Male	Female
Awareness	(7)	(2)
Boating	(0)	(0)
Chirurgery	—	(8)
Compose	(2)	(5)
Courtesy	(6)	(6)
Dancing	(2)	(2)
Faerie Lore	(2)	(2)
Falconry	(2)	(5)
Fashion	—	(8)
First Aid	(5)	(8)
Flirting	(2)	(2)
Folklore	(2)	(2)
Gaming	(2)	(2)
Heraldry	(2)	(2)
Hunting	(2)	(2)
Industry	—	(8)
Intrigue	(8)	(8)
Orate	(2)	(2)
Play (harp)	(0)	(2)
Read (Latin)	(0)	(2)
Recognize	(6)	(2)
Religion (--)	(2)	(2)
Romance	(0)	(2)
Singing	(2)	(2)
Stewardship	(0)	(5)
Swimming	(2)	(2)
Tourney	(0)	(0)

Combat Skills

Battle	Use Tactics	
Siege	Use Tactics	
Horsemanship	(7)	(3)
Mace	(7)	(0)
Lance	(7)	(0)
Great Lance	(5)	(0)
Dagger	(6)	(8)
Compound Bow	(8)	(0)
<i>Specialty Skill</i>		
Tactics	(10)	(2)



Special Skill: Tactics

Tactics is the skill of knowing, on a larger scale, what to do in times of war. It is used in place of both Battle and Siege. It reflects the army tradition (as opposed to the heroic).

Special Skill: Charioteer

It is inevitable that some player will want to have this skill. It is a special skill which allows someone to drive a chariot, and starts at 0. High speed grants penalties of -5 for fast, -10 for breakneck sprinting; while difficult terrain adds more penalties (-5, bad road or non-level surface; -10 for cross country, etc.)

Don't forget to add Individual Skill Choices!

See: pg. 58.

5. Luck & Glory

Byzantine Luck

Note that the Christian Relics will all work for a Manichaeist as well.

Table 33: Byzantine Luck

d20 Roll Result

01	Money: £15 in Byzantine coin.
02	Money: £3d6+5 in Byzantine coin.
03	Money: £5d6 in Byzantine coin.
04	Marvelous Whetstone: When used just before combat, it grants +2 damage; also causes +3 Selfish at all times.
05	Bow of Saint Apollo, a Christian Relic: Grants +2 to Bow Skill.
06	Vial of water from the Jordan River: Grants +5 to Religion (any Christian) roll.
07	Ligament of Saint Cosmas, a Christian Relic: Grants +2 to First Aid to any Christian who uses it.
08	Big Toe of Saint Christopher, a Christian Relic: Grants +2 to Awareness while travelling.
09	Finger of Saint Paul of Tarsus, a Christian Relic: Grants +3 to Piety roll.
10	Vial of Tears of Saint Agnes of Rome, a Christian Relic: With a successful Piety roll, grants +5 to Chastity roll.
11	Bone fragment of Saint Sebastian, a Christian Relic: With a successful Piety roll, grants +5 to Bow roll.
12-15	Persian Courser (Stats are the same as Irish Courser)
16	Camargue ambler
17	Barbary Charger
18	Andalusian Charger
19-20	Destrier, with Light barding (8 point armor, -1 Move).

Glory

Inherited Glory: 6d6+150.

Acquired Glory: 1d6 x 150.

6. Knighting

Native Soldier Tradition

You are a professional soldier, the finely honed result of 200 years of modern warfare. You come from a traditional military family that owns its own manor in your homeland. You acquired formal rank (equivalent to that of a knight, in your mind) when you were given the arms and armor and blessed by a priest to be the one man in a thousand.

This does not warrant the 1000 Glory for being knighted.

7. Previous Experience

Glory: Get 50 Glory for witnessing each non-battle event. For each battle, get 1d6 x 50 Glory.

476. Emperor Zeno rallies the army and conquers the empire that had been taken from him. He is named Emperor of the West by Odoacer the Goth.

476-493. Emperor supports Dietrich of Bern in his war against King Odoacer in Italy.

478. Emperor Zeno suppresses rebellion.

491. Emperor Zeno dies heirless. His widow chooses the courtier Anastasius to succeed; she soon marries him.

493. Dietrich of Bern conquers King Odoacer in Italy, and moves his people there.

492-96. Isaurian War rages, a rebellion in Asia Minor; Emperor Anastasius is victor.

502-05. Sassanid War, against Persians, Emperor Anastasius is victor.

514-515. Internal revolt, backed by the Huns, fails; Emperor Anastasius is the victor.

518. Justin is made Emperor.

527. Emperor Justin names his nephew Justinian as co-emperor, then dies.

529. The *Codex Justinian* establishes new laws, closes the Athenian Academy, and outlaws the Neoplatonic Christians.

532. Nika riots almost overthrow Emperor Justinian. Widespread destruction in Constantinople.

533. General Belisarius conquers the Vandals of North Africa.

536. General Belisarius conquers southern Italy and Rome.

540. General Belisarius conquers Ravenna, completing conquest of Italy.

559. General Belisarius conquers the Bulgars.

563. Emperor Justinian rebuilds the Hagia Sophia.

565. Emperor Justinian dies. Justin II named Emperor. He is quite mad, biting servants, even eating some!

568. Lombard tribe takes Italy.



Danes

Denmark is the northernmost region, a place of islands and peninsulas. Vast forests, frozen in winter, are populated by fierce animals and monsters.

Danes remain barbarian for much of the game. They are ship-sailing Viking types. In the literature Danes appear several times, and at the end of the Grailquest Danes show up.

1. Personal Information

Homeland

Denmark has three parts. Jutland is the western part, a large peninsula that was seized from the Jutes a generation ago. (The Jutes then moved to Kent). Zealand is the largest of many islands, and is in the center. Skane is the eastern part, and occupies the coasts of the land there.

Table 34: Danish Homeland

d20 Roll	Homeland
01-06	Jutland (Viborg)
07-12	Skane (Lund)
13-20	Zealand (Roskilde)

The most famous place in Denmark is the great gilded hall named **Heorot** where the mighty King of the Danes sits. It is on the island of Zealand. No cities are initially found in this barbaric and tribal land. After knighthood comes to Denmark (circa 535) some towns also develop at **Viborg**, **Lund** and **Roskilde**.

Other Names for the Danish

In Ireland and the Out Isles, the people of Denmark are often called *Lochlannach*. The *Soissons*, who are sometimes named in literature, are also these sea-going Danes.

Other Nearby Scandinavians

Several other tribes live nearby.

The **Geats** live in Götaland, the land north of Skane and south of Sweden. The **Norwegians**, of Norway, occupy the long western coast of Scandinavia, with mountainous fjords that go right to the sea. The **Swedes** have their own kingdom of Sweden, a wealthy land on the Baltic Sea, north of Götaland.

Culture

The northern peoples are relatively unsophisticated in comparison with most other cultures, which are urbanized and linked by trade.

Self Image

"We are a great and noble people, protected by our strong swords arms and experience in war. We don't rely on the gods to protect us. The sea is our home, and we are the best sailors in the world."



Names

Male: Ake, Anwend, Asbjorn, Aslak, Asgot, Asser, Asvald, Asved, Bjarni, Bjorn, Brand, Brandr, Cnut, Einar, Ejulf, Erik, Eirik, Eyjolf, Finnbogi, Floki, Frobjorn, Frodi, Gamli, Gardi, Geirstein, Grim, Gudmund, Gunnbjorn, Gunnvor, Hafgrim, Hakon, Halfdan, Hallad, Harald, Helgi, Herjolf, Hove, Hrafn, Hrolf, Hrollaug, Illugi, Ingjald, Ingolf, Isleif, Ivar, Jarlabanke, Ketil, Kjallakr, Kjeld, Knud, Kolbjorn, Leif, Manne, Njal, Njall, Odd, Oddketil, Olaf, Olav, Orm, Pallig, Ragnar, Rognvald, Rolf, Runolf, Sakse, Samr, Sigurd, Snorri, Solvi, Styr, Svein, Svend, Thorbjorn, Thorbrand, Thord, Thorfinn, Thorgeir, Thorgils, Thorgisl, Thorhall, Thorir, Thorkel, Thorlak, Thormod, Thorstein, Thorvald, Thorvard, Toke, Toste, Tyrkir, Ulf, Valthjof, Vifil, Wulfstan.

Female: Arnora, Ase, Astrid, Aud, Estrid, Fastvi, Freydis, Grimhild, Groa, Gudrid, Gudrun, Gunborga, Gunhild, Halldis, Hallfrid, Hallveig, Ingrid, Jorunn, Kolfinna, Kolgrima, Odindisa, Ragnhild, Rjupa, Sigrid, Thjodhild, Thora, Thorbjorg, Thorgerd, Thorgunna, Thorunn, Thurid, Thyre, Tola, Tove, Viborg, Yngvild.

Religion

The people of Denmark are Norse Pagans. The Norse religion is essentially the same as the Germanic Pagan, though with some differences in the names of the gods.

Odin is king of the gods, god of warriors and poets. He is worshipped by most of the warriors.

Tyr is another god of war.

Thor, the Thunderer, is the god of peasants.



Frigg is the goddess wife of Odin.
Freya is the goddess of passion and fertility.

“The gods of our forefathers made us strong and gave us our luck in battle. We offer them sacrifices to remain strong.”

Your Lord

Random Determination:

Table 35: Danish Liege Lord

d20 Roll	Lord
01-15	Warlord
16-19	Chief Bodyguard for the king
20	The Ruler

Contemporary Rulers

These Kings of Denmark are all members of the proud Skiolding Dynasty.

504–534	Co-kings; on land, Hrothgar, son of Halfdane; and Halga, the sea-king
534–535	King Hrothgar, son of Halfdane
535–536	King Hrethic, son of Hrothgar
536–563	King Hrothulf, also known as Hrolf Kraki, son of Halga
563	Queen Skuld, daughter of Hrothulf and a faerie woman
564–565	None

Father’s Class

Whether before or after knighthood reaches Denmark (around 535), the Father’s Class for warriors and knights is **Aristocrat**.

Equipment

Before knighthood reaches Denmark the warriors are sea-going barbarians, similar to Vikings. Most warriors remain in that profession.

Warrior

Chain mail and open helm (10 points), Shield (6 points), Sword, 5 spears, dagger.
 War pony, sumpter.

Knight, after 535

Reinforced Chain mail and closed helm (12 points), Shield (6 points), Sword, 5 spears, dagger
 Charger, rouncy, sumpter

2. Traits & Passions

Danish (Norse Pagan)

Chaste 10/10 Lustful
 Energetic 11/9 Lazy
 Forgiving 10/10 Vengeful
Generous 13/7 Selfish
 Honest 12/8 Deceitful
 Just 8/12 Arbitrary
 Merciful 9/11 Cruel
 Modest 7/13 Proud
 Pious 7/13 Worldly
 Prudent 7/13 Reckless
 Temperate 7/13 Indulgent
 Trusting 10/10 Suspicious
 Valorous 16/4 Cowardly

Religious Bonuses

Pagan, Norse: +1d6 Damage

Directed Traits

Jutland: Suspicious of Norwegians.
Skane: Suspicious of Swedes.
Zealand: Suspicious of Germans.

Starting Passions

Loyalty (Lord) 2d6+5
 Love (Family) 2d6+5
 Hospitality 2d6+5
 Honor 2d6+5
 Hate Germans 4d6

3. Attributes & Statistics

Shaped

Distribute a total of Divide 60 points among the five attributes; all stats must be between 5 and 18.

Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

+3 SIZ, –3 DEX, +3 APP



4. Skills & Combat Skills

Starting Skills

Skill	Male	Female
Awareness	(5)	(2)
Boating	Use Seamanship	
Chirurgery	—	(8)
Compose	(2)	(2)
Courtesy	(3)	(2)
Dancing	(1)	(2)
Faerie Lore	(2)	(5)
Falconry	(2)	(2)
Fashion	—	(5)
First Aid	(8)	(8)
Flirting	(2)	(2)
Folklore	(5)	(5)
Gaming	(2)	(2)
Heraldry	(0)	(0)
Hunting	(8)	(2)
Industry	—	(8)
Intrigue	(2)	(3)
Orate	(2)	(2)
Play (harp)	(2)	(2)
Read (runes)	(2)	(2)
Recognize	(2)	(3)
Religion (Norse Pagan)	(2)	(4)
Romance	(0)	(0)
Singing	(2)	(2)
Stewardship	(2)	(5)
Swimming	(8)	(2)
Tourney	(2)	(0)

Specialty Skill

Seamanship	(10)	(2)
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Combat Skills

Battle	(5)	(2)
Siege	(2)	(0)
Horsemanship	(1)	(1)
Sword	(8)	(1)
Lance	(1)	(0)
Spear	(8)	(0)
Dagger	(5)	(8)

Special Skill: Seamanship

Seamanship allows the captain of a ship or the leader of a fleet to determine the best way to withstand a storm or maneuver in battle. It is also used in place of Boating rolls. Boating cannot be used for ships, because ships require the combined skills of a crew for the much larger vessel, not one small craft in the hands of a single person.

Don't forget to add Individual Skill Choices!

See: pg. 58.

5. Luck & Glory

Table 36: Danish Luck

d20 Roll Result

01	Money: £15 in gold nuggets.
02	Money: £3d6+5 in amber nuggets.
03	Money: £5d6 in silver lumps.
04	Sailor Tattoos: A pig tattooed on the right leg and a cock on the left prevent you from ever drowning, and also grant to any +5 Swimming roll.
05	Fantastic Running Boots: Requires a successful Prudent roll, and if successful grants +4 to Movement.
06	‡ Magical Ermine Cloak: when the cloak is activated it grants 3 points of armor and +5 APP.
07	‡ Magical Stag Boots: Grant +4 to Move when worn.
08	Spearhead of Odin: Grants +2 to Spear skill of any worshipper of Norse Paganism.
09	Thor's Belt: Grants +3 to Energetic Trait of any worshipper of Norse Paganism.
10	Balder's Charm: Grants +2 to Healing of any worshipper of Norse Paganism.
11	Cauldron Power: Whoever has this birthmark must always drink when it is offered, but will never get drunk. When drinking, no Temperate roll is ever necessary.
12	Poet's Gift: With a successful Loyalty (Lord) roll, gain +5 to any Orate skill done in praise of <i>any</i> ruler.
13	Marvelous Shield: Grants 8 pts of armor (instead of 6), and -3 Horsemanship.
14-15	Trained Wolf: Use stats from <i>King Arthur Pendragon</i> pg. 184. It will fight for its owner.
16	Fantastic Polar Bear Fur Cloak: Worth £5, never deteriorates, grants +5 APP.
17	‡ The coin named Makesgold: When rubbed by the owner, and chanted over for an hour, it makes a small gold coin worth £1, but requires a successful Religion roll. A failed Religion roll causes an Aging roll.
18	Freija's Touch: A marvelous Healing Potion, grants 1d3+3 Healing. Used up: 01-04
19	Freija's Embrace: A magic Healing Potion, grants +2d6+3 Healing. Used up: 01-10
20	‡ "Come Back" Potion: Magical healing Liquid. Grants full Hit Points; but makes 3 rolls on the Stat Loss Table.

Glory

Starting Glory is a total of Base Starting Glory and personally accumulated Glory.

Inherited Glory: $6d6 + 150$.

Acquired Glory: $1d6 \times 150$.

6. Knighting

You became a warrior, pledged to the God of War, when you stood beneath the steaming bull's blood and swore your soul to his service. This does not qualify for the 1000 Glory of being knighted.

Guillac and Eschil are Danes who bring contingents to aid King Arthur against the Romans. Later, around 535, Sir Bloequinz returns to Denmark and introduces knighthood.

7. Previous Experience

Glory: Get 50 Glory for witnessing each non-battle event. For each battle, get $1d6 \times 50$ Glory.

470–478. Jarl Saevil named regent for Halfdane Beowsson.

478. Halfdane becomes king.

500. Halfdane murdered by his half-brother Froda, who becomes king.

504. King Froda killed by his nephews.

Hrothgar and Halga become co-kings. Hrothgar rules the land, Halga the sea.

520. Beowulf visits Hrothgar, slays the monster Grendel.

534. Halga killed in battle. Hrothgar is now sole king.

c. 535. Knighthood is adopted in Denmark. First towns are started.

535. Hrethric becomes King.

536. Hrothulf, son of Halga, becomes king. He is also known as Hrolf Kraki.

563. Skuld becomes an evil Queen, then is killed.

564–565. Anarchy in Denmark.

The French

France is the territory ruled by the Franks, a Germanic tribe that settled and took over here a short time ago, owning Tournai by 420. They now rule over the former Gaulish inhabitants, largely without adopting their soft and decadent ways. The Franks (like all these Germanic peoples) are actually several smaller tribal groups (Salians, etc.). Local loyalty is more important than loyalty to a central authority.

French show up in Arthurian literature often. They are treated as old rivals to Britain and with a general hostility. However, most people, like the Angevins or the Bourbonnais, are from another country. Thus French, when they are hostile, are “from the Ile de France.”

Vocabulary

Lord: *Seigneur*

Lady: *Dame*

Knight: *Chevalier*

King, the: *Le Roi*

1. Personal Data

Homeland

France is divided into several regions. Austrasia is the large area north and east of Ile de France. Its capital city is Metz. Neustria is the area northwest of the Ile de France, with the city of Soissons as its capital. Orléans is a rich area south of Ile de France, with the grand city of Orléans as its capital. The Ile de France is the land around the city of Paris, which itself is on an island in the middle of the Seine River. Here resides the bloodline descended from King Merovius, the only people who are allowed to be the King of the French.

Table 37: French Homeland

d20 Roll	Homeland
01-05	Austrasia (Metz)
06-10	Neustria (Soissons)
11-15	Orléans (Orléans)
16-20	Ile de France (Paris)

Culture & Self Image

“We are the victorious French, great warriors, conquerors of Gaul. We know what is useful, what is correct and how to express our knowledge to others. Life is pleasant, and we live it with élan. We scorn the cities as places to live, for they are filthy and ridden with disease. No one is as great as we are, simply because we are French.”

Names

Male: Arbogast, Carloman, Charibert, Childebert, Chilperic, Chlodomer, Chlotar, Clovis, Dagobert, Drogo, Fredegar, Guntramm, Lothar, Odo, Pippin, Richomer, Sigibert, Theudebert, Theuderic.



Female: Aregund, Audovera, Austrechild, Baldechildis, Basina, Berchildis, Bilichildis, Brunechildis, Brunhild, Chrodechildis, Chunsina, Chunsia, Clotild, Deuteria, Ermenberga, Faileuba, Fredegund, Galswinth, Galswintha, Gomatrudis, Guntheuc, Ingoberg, Ingund, Marcatrude, Marcovefa, Merofled, Nantechildis, Radegund, Radegunda, Regnetrudis, Theudechild, Veneranda, Vulfegundis, Wisigard.

Religion

To 496: *Germanic Pagan*

497 and after: *Roman Christian*.

“Our good King Clovis was inspired to adopt the ways of proper Christianity, so we follow the precepts set by the Pope in Rome.”

Your Lord

Random Determination:

Table 38: French Liege Lord

d20 Roll	Lord
01-15	A banneret
16-19	A count
20	The Royal Household

Contemporary Rulers

The rulers are of the Merovingian dynasty. They are called the “long-haired kings” since they let their hair grow, as opposed to the conquered Romans of Gaul, who have it short. This list of rulers is interesting and confusing. The members of the dynasty were continually at war with each other.

Ile de France

458-481 Childeric, son of Merovig
481-511 King Clovis, son of Childeric. He conquered and united the neighboring Franks, and converted them to Roman Christianity.

511-558 King Claudas (Childebert), son of Chlothar.
558-561 King Clothar the Old, son of Claudas.
561-567 Charibert, son of Clothar

Austrasia

486-511 King Chlothar, son of Clovis
511-533 Theuderic, son of Chlothar
533-548 Theudebert, son of Theuderic
548-555 Theudebald, son of Theudebert
555-561 Clothar the Old,
561-575 Sigebert, son of Clothar

Neustria

486-511 King Clovis
511-561 Chlothar the Old, son of Clovis
561-584 Chilperic, son of Clothar

Orléans

486-511. King Clovis
511-524. Chlodomer, son of Chlothar
524-561. Clothar the Old, son of Claudas
561-592. Guntram, son of Clothar

War in France!

In 511, King Clovis left his lands to his four sons. The brothers, and their heirs if they had any, fought each other as well as their neighbors, and the entire realm descended into chaos and bloodshed. This was much exploited by British invasions for plunder and prestige (comparable to the Hundred Years War).

Father's Class

Table 39: French Father's Class

Before 520

d20 Roll	Father
01-15	Miles (Cavalryman)
16-19	Comites (Count)
20	Regis (King)

After 520

d20 Roll	Father
01-10	Miles (Cavalryman)
11-15	Chevalier (knight)
16-19	Comites (Count)
20	Regis (King)

Equipment

Before 520 all player characters are cavalymen. After that date, when knighthood is introduced, player characters are knights.

Cavalry

Chain mail and open helm (10 points), Shield (6 points), Sword, 5 spears, dagger
 Charger, rouncy, sumpter

Knight, after 520/Conquest Periods

Chain mail and open helm (10 points), Shield (6 points), Sword, 5 spears, dagger
 Charger, two rouncys, sumpter

Knight, Romance, 531

Reinforced chain and closed helm (12 points), Shield (6 points), Sword, 5 spears, dagger
 Charger, two rouncys, sumpter

Tournament, 540

Partial plate and closed helm (14 points), Shield (6 points), Sword, 5 spears, dagger
 Charger, two rouncys, sumpter

Knight, Grail/Twilight, 554

Plate and reinforced helm (14 points), Shield (6 points), Sword, 5 spears, dagger
 Andalusian, two rouncys, sumpter

2. Traits and Passions

French (Pagan)

Chaste 10/10 Lustful*
 Energetic 10/10 Lazy
 Forgiving 10/10 Vengeful*
 Generous 10/10 Selfish
 Honest 10/10 Deceitful
 Just 10/10 Arbitrary
 Merciful 9/11 Cruel
 Modest 7/13 Proud*
 Pious 7/13 Worldly*
 Prudent 5/15 Reckless*
 Temperate 7/13 Indulgent*
 Trusting 10/10 Suspicious
 Valorous* 15/5 Cowardly

*Élan is a Trait Modifier to these traits, with a starting value of +5. See: Directed Trait: Élan on the next page.

French (Roman Christian)

Chaste 13/7 Lustful*

Energetic 10/10 Lazy

Forgiving 13/7 Vengeful*

Generous 13/7 Selfish

Honest 10/10 Deceitful

Just 9/11 Arbitrary

Merciful 12/8 Cruel

Modest 13/7 Proud*

Pious 7/13 Worldly*

Prudent 5/15 Reckless*

Temperate 13/7 Indulgent*

Trusting 6/14 Suspicious

Valorous* 15/5 Cowardly

***Élan** is a Trait Modifier to these traits, with a starting value of +5. See: Directed Trait: Élan below.

Religious Bonuses

If all the underlined Traits are 16 or higher, then the appropriate bonus applies:

Pagan, Germanic: +1d6 damage

Christian, Roman: +6 Hit Points

Starting Passions

Loyalty (Lord) 2d6+5

Love (Family) 2d6+5

Hospitality 2d6+5

Honor 2d6+5

3. Attributes & Statistics

Shaped

Distribute a total of Divide 60 points among the five attributes; all stats must be between 5 and 18.

Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

French: +1 DEX, +1 STR, +1 CON

Special Directed Trait: Élan

Élan is a Trait Modifier with a starting value of +5. It may be added to any of the astericized Traits before it is rolled. (It does not affect the opposite Trait, and may not be used on any Trait if it is being rolled due to failure of a Trait on the left side.) However, when Élan is used, the user always gets an automatic check to Proud. Also, a Complete Failure or Partial Success results in immediate Melancholy. (See: pg. 117 for details)

4. Skills & Combat Skills

Starting Skills

Skill	Male	Female
Awareness	(4)	(6)
Boating	(0)	(0)
Chirurgery	—	(10)
Compose	(0)	(0)
Courtesy	(5)	(5)
Dancing	(2)	(2)
Faerie Lore	(2)	(2)
Falconry	(6)	(2)
Fashion	—	(2)
First Aid	(6)	(10)
Flirting	(2)	(2)
Folklore	(2)	(2)
Gaming	(2)	(2)
Heraldry	(4)	(5)
Hunting	(8)	(1)
Industry	—	(8)
Intrigue	(8)	(5)
Orate	(2)	(2)
Play (varies)	(2)	(2)
Read (varies)	(0)	(0)
Recognize	(2)	(4)
Religion	(2)	(2)
Romance	(1)	(2)
Singing	(2)	(2)
Stewardship	(3)	(10)
Swimming	(2)	(2)
Tourney	(2)	(2)
<i>Combat Skills</i>		
Battle	(10)	(1)
Siege	(2)	(2)
Horsemanship	(10)	(4)
Sword	(10)	(0)
Lance	(5)	(0)
Spear	(1)	(0)
Dagger	(1)	(10)

Don't forget to add Individual Skill Choices!

See: pg. 58.

5. Luck & Glory

Table 40: French Luck

d20 Roll Result

01	Money: £15 in old Roman coin.
02	Money: £3d6+5 in old Roman coin.
03	Money: £5d6 in old Roman coin.
04	Healing Ring: Usable only by the owner; requires a successful Merciful Trait roll each time before it is used, and then grants 1d6 points added to First Aid. A Fumble on Merciful destroys the ring, and also does 10 points of damage to the wearer.
05	Luxurious Fur Cloak: Worth £2, never deteriorates, grants +2 APP.
06	Fantastic Goblet: Grants +5 to Temperate.
07	Grandpa's Shield: Grants 8 points of armor (instead of 6). Requires a successful Love (Family) roll to be used.
08	Fingernail of Saint Cecelia, a Christian Relic: With successful Piety roll, grants +5 to Play (any Instrument)
09	Ear of Saint Martin the Soldier, a Christian Relic: With a successful Piety roll, grants +2 to Sword Skill of any Christian. Failed Piety = immediate Melancholy.
10	Marvelous Sword: Grants +3 to Sword Skill. Requires a successful Modest roll, a failure of which breaks the sword. Can be repaired by a competent smith, at a price of £1.
11-12	Fantastic Stirrups: Grants +3 to Horsemanship.
14-15	Courser and war pony
16-17	Barbary Charger
18-20	Andalusian Charger

Glory

Inherited Glory: 6d6+150.

Acquired Glory: 1d6 x 150.

6. Knighting

Warrior Tradition

Upon obtaining adulthood the sons of the noble and warrior classes undergo a public initiation that dedicates them to their life tasks. This is the Equivalent of knighting. This does not qualify for the 1000 Glory of being knighted.

After 520 the formal institution of knighthood is practiced among the French. The ceremony is similar to the one described in *Pendragon*.

7. Previous Experience

Glory: Get 50 Glory for witnessing each non-battle event. For each battle, get 1d6 x 50 Glory.

458. Childeric, son of Merovius, settles in France.

463. French defeat Visigoth invasion, preserving their position.

481. Clovis, son of Childeric, named King of French.

486. Clovis defeats Syagius the Roman, takes Neustria.

493. Alamanni, the barbarians to the east, are defeated.

497. King Clovis adopts Roman Christian religion.

511. King Clovis dies, his kingdom is divided between his four sons. (See "War in France!")

511–558. Ongoing civil war among the sons of Clovis. King Claudas (Childebert) emerges as the strongest, but never rules all the French.

526. King Arthur invades from Britain, defeats King Claudas and conquers Ile de France and Orléans

527. Many French aid Arthur in battle against the Romans.

528. Most lands are returned to their previous owners, and fall to squabbling each other. Civil War ensues for the next 30 years, exacerbated by British adventurers invading for loot and personal conquest.

534. French defeat Burgundians.

558. Clothar becomes sole King of France. Peace is brought to the land.

561. King Clothar dies. France is again divided among his sons, and again they fall into civil war.



Germans

“German” can be used two ways. In its widest sense it is a catch-all term for all the peoples who originated east of the Rhine river. That includes the many tribes that have left their homelands, including the Ostrogoths, Visigoths and Franks, detailed herein; and others, such as the Vandals, Suevi and Gepids. Alternately, as used herein, German means the people who live in the ancient lands the Romans called Germania, or at least east of the Rhine and north of the Danube.

All the German peoples are similar to each other in language, culture, gods and practices. They are loyal first to their kin folk, who are loyal to clans or small tribes. They are free to choose who to obey, and go to whomever has strength and luck. They easily change allegiance to follow the best leaders. The “top levels” are ubertribes. For instance, the Alamanni include the tribes called Semnones, Hermanduri, Marcomanni, Juthungi, Bucinobanti, Lentienses, Quadi, and some others. Thus membership in the “greater tribes” given herein (Visigoths, Lombards, etc.) is extremely fluid. As a result of these shifting loyalties the most ancient tribes that led the invasion of the Roman Empire are largely gone and forgotten. In their places successful confederations have taken over wide swaths of land.

Germans appear occasionally in the literature, and the Teutonic tradition of knighthood is strong. Wolfram von Eschenbach was a *ministrale*.

Noble Vocabulary

Lord: *Herr*

Knight: *Ritter*

Lady: *Herrin*

King: *König*

1. Personal Information

Homeland

Eight German tribes are described here. The Burgundians, Alamanni and Frisians border the French, and are the most important and most detailed. The others are behind that buffer.

The **Frisians** live along the coast of the Frisian (North) Sea. They are a fierce, sea-going people noted for their loyalty to their ancient religion. Their land, of marshes, islands and thick forests, is impregnable to foreign armies.

The **Alamanni** live between Strasbourg and Augsburg and Zurich. They are independent until 496 when they become a dukedom alternatively loyal to Italy or France.

The **Burgundians** are ruled by the Nibelungen dynasty. The capital city is Worms (pronounced Vorms). They control the lands around Geneva, and south of that, around Lyons.

The other lands include **Saxons**, on the coast north of Frisia to Denmark, and far inland. South and west of them are the **Thuringians**, and then the **Bavarians**. The **Lombards** occupy the lands east of the northern Danube. The **Gepids** are the last people, currently ruled by the Huns.



Table 41: German Homeland

d20 Roll	Homeland
01-05	Frisia
06-10	Alamannia*
11-15	Burgundia*
16	Saxony
17	Thuringia
18	Bavaria
19-20	Lombardia

*Destined to be shortly conquered by the French

The Gepids & Vandals

The Gepids are different from other Germans. They are nomads, like the Huns, and at the start of the time period are subject to them. If you wish to play one, use Hun skills, but German stats, Traits and religions. See: “Huns” on pg. 109 for more.

The Vandals are different too. They live in North Africa and have been converted to the Saracen religion. Thus you can use German stats, but Saracen skills, religion, bonus, etc.

Two Types of Saxons?

The Saxons of history and continental legend are significantly different here from their cousins who have migrated to Britain and been so vastly influenced by the culture there. The differences are such that they are given different character generation information.

Gamemasters may wish to change one or the other so that the Saxons all match.

Culture

Self Image

"We are a superior people by virtue of our heritage, for we have been raised by the gods of the land and the sky to rule the world."

Names

Male: Adlabert, Adalhard, Adalwulf, Altman, Beringar, Dieter, Eberhard, Friedrich, Fulco, Baufrid, Gervas, Gerwulf, Günter, Hartwig, Helmut, Hindebrand, Hludwig, Hrolf, Leonhard, Lothar, Ludwig, Manfred, Markus, Nokolas, Otto, Reginold, Rein, Siegbert, Siegfried, Siegmund, Tancred, Traugott, Ulrich, Urs, Warin, Wendel.

Female: Adala, Adelinda, Amelinda, Athala, Belinda, Bertilda, Brunhild, Hedwig, Hilda, Hidelgard, Kirsia, Mathildis, Rohesia, Walburga.

Religion

Most Germans are still Pagans. The Frisians and Saxons are renowned for their religious fanaticism. When Germans become Christian they are invariably Arian Christians at this time.

Germanic Pagan

The chief god is Wotan, god of kings and of war. Each tribe also has a tribal god of nearly equal importance. (This is precisely the same religion that is practiced by the Saxons in Britain.)

"The gods and goddesses of this land are our ancestors. We would never abandon them, for they have never abandoned us."

Arian Christian

Around 400, concurrent with a great influx of foreign influences, the Alamanni and many individuals among the German peoples adopt Arian Christianity.

Roman Christian

Around 534, after being conquered by the Frankish Kings of Paris, many of the Alamanni and Burgundians adopt Roman Christianity.

Your Lord

Random Determination

Table 42: German Liege Lord

d20 Roll	Lord
01-19	Warlord
20	The Royal Household

Contemporary Rulers

Frisians

515-520	Siegfried, son of Siegmund
520-535	King Ritzard of Friesland
535-545	King Hermegiselus

Burgundians

473-507	Gebicho of Worms
507-524	Gunther, Giseller, and Gundomar the three sons of Gebicho
524-534	Interregnum
534-566	Dukes of Burgundy (Frank), vassals of King of Paris

Alamanni

To 485	Gibuld
485-496	Gitachar
496-505	Butilin, Duke of the Alamanni, loyal to the King of Italy
505-520	Leuthari, Duke of the Alamanni, loyal to the King of Italy.
520-535	Haming, Duke of the Alamanni, loyal to the King of Paris.
535-548	Lantachar, Duke of the Alamanni, loyal to the King of the Paris.
548-565	Magnachar, Duke of the Alamanni, loyal to the King of the Paris.

Saxons

To 470	Liudeger, conquered by Burgundy.
c. 531	Hadugato, Duke

After Hadugato, no king, but many Lords (*Orldermen*) who select one of themselves as king when needed. These orldermen are vassals of no one unless they choose to be, or are conquered.

Others

The other nations, removed from history and legend, have left no record of their kings, chieftains or heroes. Gamemasters are encouraged to make up whomever they wish.

Father's Class

Table 43: German Father's Class

Before 530

d20 Roll	Father
01-17	Cavalryman
18-19	War lord
20	Noble, see Noble Table, below.

After 530

d20 Roll	Father
01-05	Cavalryman
06-12	Ministrales (serf knight)
14-18	Ritter (knight)
19-20	Noble, see Noble Table, below.

Nobles

d20 Roll	Father
01-17	Freiherr (baron)
18-19	Graf (count)
20	Herzog (duke)

The Titles

Note that Knight Lords may use “von” (i.e.- of) in their names.

Cavalryman

The cavalrymen here are full time warriors, outfitted with the best arms and armor that can be gotten. They are the sworn companions of a war lord. They often fight on horseback, but are effective on foot as well.

Freiherr

The “free lord” is a baronial landholder who retains administrative, judicial and other rights generally held by a feudal lord. Their rights are obtained because they are freeholders (allodial) and owe loyalty, but not service, to their lords.

Graf

This noble title is the same as a count.

Ministrales

These are serf knights. They are unfree, bound to their lords, but nonetheless a hereditary class of knights and advisors to their lords.

Ritter

The “rider” is an armed and outfitted knight. He has undergone the knighting ceremony, and serves at the pleasure of his lord.

Warlord

Warlords are tribal heroes who have a band of loyal followers.

Equipment

Early Stage: Cavalry

Chain mail and open helm (10 points), Shield (6 points), Sword, 5 spears, dagger
Charger, two rouncys, sumpter

Romance/Tournament Periods

Reinforced chain and closed helm (12 points), Shield (6 points), Sword, 5 spears, dagger
Charger, two rouncys, sumpter

Knight, Grail/Twilight Periods

Partial plate and closed helm (14 points), Shield (6 points), Sword, 5 spears, dagger
Charger, two rouncys, sumpter

2. Traits and Passions

German (Pagan)

Chaste 10/10 Lustful
Energetic 11/9 Lazy
Forgiving 10/10 Vengeful
Generous 13/7 Selfish
Honest 12/8 Deceitful
Just 8/12 Arbitrary
Merciful 9/11 Cruel
Modest 7/13 Proud*
Pious 7/13 Worldly
Prudent 5/15 Reckless
Temperate 7/13 Indulgent
Trusting 10/10 Suspicious
Valorous* 15/5 Cowardly

German (Arian Christian)

Chaste 13/7 Lustful
Energetic 11/9 Lazy
Forgiving 10/10 Vengeful
Generous 10/10 Selfish
Honest 15/5 Deceitful
Just 11/9 Arbitrary
Merciful 12/8 Cruel
Modest 10/10 Proud*
Pious 10/10 Worldly
Prudent 8/12 Reckless
Temperate 13/7 Indulgent
Trusting 10/10 Suspicious

German (Roman Christian)

Chaste 13/7 Lustful
Energetic 14/6 Lazy
Forgiving 13/7 Vengeful
Generous 13/7 Selfish
Honest 12/8 Deceitful
Just 8/12 Arbitrary
Merciful 12/8 Cruel
Modest 13/7 Proud*
Pious 10/10 Worldly
Prudent 8/12 Reckless
Temperate 13/7 Indulgent
Trusting 10/10 Suspicious
Valorous* 15/5 Cowardly

* Instead of these Traits, **Rechtschaffenheit** may be used. See details on the next page.



Religious Bonuses

If all the underlined Traits are 16 or higher, then the appropriate bonus applies:

Pagan, Germanic: +1d6 Damage

Christian, Arian: +2 Hit Points, +3 Damage

Christian, Roman: +6 Hit Points

Directed Traits

Trust Germans +5

Special Passion: Rechtschaffenheit

Rechtschaffenheit is a Special Passion with a starting value of 4d6+1. This Special Passion may be used, at the player's discretion, instead of either Valorous or Proud. Significantly, if a Valorous or Proud Trait would be negatively modified, Rechtschaffenheit is not. For instance, a Griffin imposes a -5 modifier on Valorous Traits, but not to Rechtschaffenheit.

Starting Passions

Loyalty (Lord) 2d6+6

Love (Family) 2d6+5

Hospitality 2d6+5

Honor 2d6+5

Rechtschaffenheit: 4d6+1

Homeland Passions

Frisians. Hate Christians.

Alamanni. Hate French

Burgundians. Hate French.

Saxons. Love (Our Gods).

3. Attributes & Statistics

Shaped

Distribute a total of Divide 60 points among the five attributes; all stats must be between 5 and 18.

Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

German: +2 SIZ, +1 APP

4. Skills & Combat Skills

Starting Skills

Skill	Male	Female
Awareness	(5)	(4)
Boating	(5)	(2)
Chirurgery	(2)	(8)
Compose	(2)	(2)
Courtesy	(2)	(2)
Dancing	(2)	(2)
Faerie Lore	(6)	(6)
Falconry	(1)	(2)
Fashion	—	(5)
First Aid	(8)	(8)
Flirting	(2)	(2)
Folklore	(5)	(5)
Gaming	(2)	(5)
Heraldry	(0)	(0)
Hunting	(5)	(4)
Industry	—	(8)
Intrigue	(1)	(2)
Orate	(5)	(2)
Play (horn)	(2)	(2)
Read (runes)	(1)	(2)
Recognize	(4)	(4)
Religion (varies)	(4)	(6)
Romance	(0)	(0)
Singing	(2)	(2)
Stewardship	(2)	(8)
Swimming	(5)	(2)
Tourney	(0)	(0)
<i>Combat Skills</i>		
Battle	(2)	(0)
Siege	(0)	(0)
Horsemanship	(2)	(2)
Sword	(7)	(1)
Lance	(0)	(0)
Spear	(9)	(2)
Dagger	(4)	(6)
Axe	(9)	(1)

Father's Class bonuses

Cavalryman	Ministrales	Noble
Folklore +15	Stewardship +3	Courtesy +3
War Lord	Ritter	Battle +3
Battle +5	Hunting +3	

Don't forget to add Individual Skill Choices!

See: pg. 58.

5. Luck & Glory

Table 44: German Luck

d20 Roll Result

- 01 ‡ **Magical Wolf Cloak:** When activated, it grants the wearer +3 Armor and +5 APP.
- 02 ‡ **Magical Leaping Boots:** Allow the wearer to leap ten feet (minus one foot per point of armor greater than 5) at a time, on a successful DEX roll, after activation. They are destroyed with a Fumble.
- 03 **Ancestral Helm:** Grants +2 to armor when worn by anyone of the player character's family. Requires successful Love (Family) roll to work.
- 04 **Family bandage:** with a successful Love (Family) roll, this grants 3 points of healing to whomever it is used on. After washing, it may be used again.
- 05 **Lucky Axe:** Family heirloom, gives +2 to Axe skill of the wielder. Requires successful Love (Family) roll to work.
- 06 **Charmed Horn:** Grants +3 to Play (Horn).
- 07 **Lucky Dice:** Gives +2 Gaming bonus to any dice game that the holder plays, if they are held on his person. If these dice are used in the game, then they give a +6 to his Gaming.
- 08 ‡ **Thunor Charm:** This silver hammer grants +1 to damage in combat, after activated. The wearer must be Germanic Pagan. Worth £1.
- 09 ‡ **Wotan Charm:** When worn and activated, this miniature iron spearhead grants +3 to damage when used with the Spear skill. It also grants a -5 Merciful Penalty at all times. The wearer must be Germanic Pagan. Worth £1.
- 10 ‡ **Tiwaz Charm:** When worn and activated, this war rune grants +2 to any one Combat Skill. The wearer must be Germanic Pagan. Owner also has +5 to Reckless, +5 to Selfish. Worth £1.
- 11 ‡ **Phol's Charm:** Grants +2 to First Aid.
- 12 **Horse Biter, a dog:** Barks constantly and frightens horses, causing the enemy to have -5 weapon skill and Horsemanship. Roll d20 each Winter; on 01-03, dog dies; on 04-05 it had a pup like itself. (Stats, *King Arthur Pendragon*, pg. 184)

- 13 **War pony and a courser**
- 14 **Charger and a sumpter**
- 15 **Charger and a rouncy**
- 16 **Justice Ring:** A copper ring that grants +5 Justice to whomever the wearer lays his hand upon.
- 17 **Belt of the Salmon:** A red leather belt which, when worn, grants +10 Swimming skill.
- 18 **Wondrous sword belt:** Grants automatic success at DEX rolls to stay on your feet.
- 19 **Dagger of Retribution:** With a successful Vengeful Roll, grants +10 to Dagger Skill
- 20 ‡ **Phol's Healing Rock:** When the owner succeeds at a Merciful roll, he may touch someone with this rock which grants 6 points of healing. Used up: 01-05

Glory

Inherited Glory: 6d6+150.

Acquired Glory: 1d6 x 150.

6. Knighting

Warrior Tradition

The ceremony to induct a man into the warrior lifestyle is formal, and includes the swearing of loyalty, the vow of the lord, a blow struck by the lord, then the formal arming of the new warrior. This does not qualify for the 1000 Glory of being knighted. After 530 the formal institution of knighthood is widely practiced among the German peoples.

7. Previous Experience

Glory: Get 50 Glory for witnessing each non-battle event. For each battle, get 1d6 x 50 Glory.

Burgundians, aided by Siegfried, conquer the Saxons and Frisians

520. Prince Siegfried is murdered and the lowlands fall into disorder.

524. *The Battle of Kreimhild.* King Gunther and his brothers are killed by his vengeful sister (in Etzelburg).

511. Frisians capture the cities of Utrecht and Dorestad, from the French.

c. 525. First Ministrales knighted.

530. Ministrales widespread.

534. French conquer Burgundy, hold it in vassalage.

540. Ritters are found in most noble houses.

The Holy Roman Empire

I have chosen to ignore this important medieval empire. It has no significant impact upon King Arthur or enchanted Britain. Nonetheless, people wishing to expand the sphere of their campaign should consider the quest to create a *Kaiser*.

Spanish

The Spanish are from Iberia, the large peninsula of south western Europe. Once a wealthy part of the Roman Empire, it has diminished since the coming of the barbarians, but they are not destroyers. They support and protect the cities.

Spanish knights are rare in Arthurian literature, though the Medieval tradition is strong. I've chosen to ignore the *Reconquista* in favor of the 6th century history.

Noble Vocabulary

Lord: *Señor*

Lady: *Señora*

Knight: *Caballero*

("ll" is pronounced like a "y." Thus Ca-ba-YAIR-o)

King, the: *El Rey* (el RAY)

1. Personal Information

Homeland

Iberia is divided into five parts. Terraconensis is in the north, and the bustling port of Tarraco is its regional capital. Carthaginiensis is a large region, including most of the mountainous interior and a wide Mediterranean coast. This is the province of the King, with its capital city at Toledo (after 484, anyway). Toledo is beautiful, and renowned for its scholars and armorers. Baetica's main city is Corduba. Lusitania faces the Atlantic Ocean, and its main city since ancient times is Mérida. (The final part is not Visigothic. It is the Kingdom of the Suevi, a different barbarian tribe, in the northwest.)

Table 45: Spanish Homeland

d20	Homeland
01-04	Tarraconensis Tarraconensis
05	Tarraco [Tarragona]*
06-09	Carthaginiensis
10	Cartagena*
11-14	Baetica
15	Corduba [Cordoba]*
16-19	Lusitania
20	Emerita Augusta [Mérida]*

*See "Urban Roman," below.

Culture

Visigoth

The Spanish are a portion of the Visigoth tribe. They rule this former Roman province, whose natives are a different culture and religion from their lords. The Visigoths have been largely Romanized by long contact with the ancient empire. (On the map on pg. 200 of the *Great Pendragon Campaign*, they are labeled as the Visigothic Kingdom.)

Other Visigoths also live in Aquitaine and Occitania.



Urban Roman

The cities in Iberia are actually Roman/Roman Christian, and the Visigoths have left them relatively intact, so that they will continue their Roman efficiency at making and collecting money.

For characters from here, use the information for The Roman/Roman Christian people found in the Mainland Character types.

Names

Male: Amalaric, Athalaric, Theodehad, Theoderic, Theudis.

Female: Brunhilda, Florentina.

Religion: Arian Christian

"Saint Arius, Bishop Ulfilas and Emperor Valens taught to us the way of the true Christ, who is subordinate to God the Father. We are good and pious, and so God watches over us."

Your Lord

Random Determination.

Table 46: Spanish Liege Lord

d20 Roll	Lord
01-10	Banneret
11-19	Count
20	The (Visigothic) Royal Household

Contemporary Rulers

485-507	Alaric II, King of all the Vassals, son of K. Euric, vassal of no one
507-511	Gesalec, King of all the Vassals, son of K. Alaric, vassal of no one
511-520	Theudis, Regent of the Visigoths, vassal of Dietrich the Great, King of Italy.
520-526	Amalric, Regent of the Visigoths, son of Alaric, vassal of Dietrich the Great, King of Italy.
526-531	Amalric, King of the Visigoths, son of Alaric, vassal of no one.
531-548	Theudis, King of the Visigoths, vassal of no one.
548-549	Theudisil, King of the Visigoths, vassal of no one.
549-554	Agila, King of the Visigoths, vassal of no one.
554-567	Athanageld, King of the Visigoths, vassal of no one.

Father's Class

Table 47: Spanish Father's Class

Before 500

Cavalryman

After 500

d20 Roll	Class
01-04	Cavalryman
05-18	Caballero (Knight)
19-20	Noble, Roll again below

Noble Table

d20 Roll	Class
01-17	Barón (Baron)
18-19	Conde (Count)
20	Duque (Duke)

If you want your character to be a son of the King of the Visigoths, ask your Gamemaster.

Equipment

Before 500 all player characters are cavalymen. After that date, when knighthood is introduced, player characters are knights.

Cavalry

Chain mail and open helm (10 points), Shield (6 points), Sword, 5 spears, dagger
Charger, rouncy, sumpter

Toledo Steel

Toledo armorers are world-renown for their superior metallurgical skills, and the Spanish knights of this and later periods have armor that is one point better than normal Pendragon armor of the same type.

The only way to get this is to kill a man wearing it and take the armor, or by terms of a tournament, or go to Toledo and put in a request to one of the lords who control the armorers who make it. He is happy to acquire a long "waiting list" and ridicule the knights on it in private.

Buy one? Impossible.

Knight, Uther and Anarchy Periods

Chain mail and open helm (10 points), Shield (6 points), Sword, 5 spears, dagger

Charger, two rouncys, sumpter

Knight, Boy King, 510

Improved chain and closed helm (12 points), Shield (6 points), Sword, 5 spears, dagger

Andalusian charger, two rouncys, sumpter

Knight, Romance, 531

Most Spanish knights prefer a lighter armor so they can travel more easily through their mountainous interior.

Improved chain and closed helm (12 points), Shield (6 points), Sword, 5 spears, dagger

Valencian courser, two rouncys, mule

Sons of Nobles:

Reinforced Chain and closed helm (13 points), Shield (6 points), Sword, 5 spears, dagger

Andalusian charger, courser, sumpter

Knight, Tournament, 540

Improved chain and closed helm (12 points), Shield (6 points), Sword, 5 spears, dagger

Valencian courser, two rouncys, mule

Sons of Nobles:

Partial Plate and reinforced helm (15 points), Shield (6 points), Sword, 5 spears, dagger

Andalusian charger, rouncy, sumpter

Knight, Knight, Grail/Twilight, 554

Improved chain and closed helm (12 points), Shield (6 points), Sword, 5 spears, dagger

Valencian courser, two rouncys, mule

Sons of Nobles:

Full Plate and closed helm (17 points), Shield (6 points), Sword, 5 spears, dagger

Destrier, Valencian Courser, rouncy, sumpter, mule



2. Traits and Passions

Spanish (Arian Christian)

Chaste 10/10 Lustful
Energetic 14/6 Lazy
Forgiving 10/10 Vengeful
Generous 10/10 Selfish
Honest 13/7 Deceitful
Just 13/7 Arbitrary
Merciful 13/7 Cruel
Modest 7/13 Proud
Pious 10/10 Worldly
Prudent 6/14 Reckless
Temperate 10/10 Indulgent
Trusting 10/10 Suspicious
Valorous 15/5 Cowardly

Religious Bonuses

If all the underlined Traits are 16 or higher, then the appropriate bonus applies:

Christian, Arian: +2 Hit Points, +3 Damage

Directed Traits

Choose one:
Suspicious of Byzantines +5
Suspicious of Moors +5

Special Directed Trait: Gastronomy

Gastronomy is a Directed Trait that can be added to either Temperate or Indulgent, as desired, depending on the food being served. The decision is entirely up to the player.

The starting value of this Directed Trait is 5.

Starting Passions

Loyalty (Lord) 2d6+5
Love (Family) 2d6+5
Hospitality 2d6+5
Honor 2d6+5

3. Attributes and Derived Statistics

Shaped

Distribute a total of Divide 60 points among the five attributes; all stats must be between 5 and 18.

Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

Spanish: +2 SIZ, +1 CON

4. Skills & Combat Skills

Starting Skills

Skill	Male	Female
Awareness	(8)	(5)
Boating	(2)	(2)
Chirurgery	—	(8)
Compose	(2)	(2)
Courtesy	(5)	(8)
Dancing	(2)	(2)
Faerie Lore	(2)	(2)
Falconry	(2)	(2)
Fashion	—	(5)
First Aid	(5)	(8)
Flirting	(2)	(7)
Folklore	(1)	(5)
Gaming	(5)	(2)
Heraldry	(2)	(2)
Hunting	(8)	(1)
Industry	—	(8)
Intrigue	(2)	(4)
Orate	(2)	(2)
Play (harp)	(1)	(2)
Read (varies)	(0)	(0)
Recognize	(4)	(5)
Religion (varies)	(2)	(5)
Romance	(2)	(0)
Singing	(2)	(2)
Stewardship	(2)	(8)
Swimming	(2)	(2)
Tourney	(0)	(0)

Combat Skills

Battle	(2)	(1)
Siege	(2)	(1)
Horsemanship	(8)	(2)
Sword	(8)	(0)
Lance	(8)	(0)
Spear	(8)	(0)
Dagger	(5)	(5)

Father's Starting Class bonus

Noble

+2 Hunting, +2 Falconry, +2 Religion

Don't forget to add Individual Skill Choices!

See: pg. 58.

5. Luck & Glory

Table 48: Spanish Luck

d20 Roll	Result
01	Money: £15 in old Roman coin.
02	Money: £3d6+5 in old Roman coin.
03	Money: £5d6 in old Roman coin.
04	Five gold rings , each with a different precious stone. £3 each.
05	Fantastic Dancing Shoes: Grants +3 to Dance.
06	Feather of Saint Matthew , a Christian Relic: With a Piety roll, grants +2 to any one Combat Skill; on a Fumble of Piety or Combat skill, the feather turns to dust.
07	Vial of Blood of Saint James the Greater , a Christian Relic: With a successful Piety roll, grants +2 to Horsemanship.
08	Ear of Saint Martin the Soldier , a Christian Relic: With a successful Piety roll, grants +2 to Sword Skill of any Christian. Failed Piety = immediate Melancholy.
09	Fantastic Sobriety Ring: Grants +3 to Temperate.
10	Lucky Hunting Dog: Adds £1 income each year to the manor where it lives. Roll d20 each Winter; on 01-03, dog dies; on 04-06 it had a pup like itself
11	Luxurious Cloak: Worth £2, never deteriorates, grants +2 APP.
12	Fantastic Goblet: Grants +5 to Temperate.
13	Horn of Santiago: When blown before a charge, it adds +1 to the Lance Charge of the unit to which the owner belongs.
14	Ring of Chastity: Grants +3 to Chaste.
15	Spearhead of Saint George: Grants +10 against dragons, wyrms, wyverns and other draconic creatures.
16	Mighty charger: 7d6 damage.
17	Charger and a Camargue ambler
18-19	Andalusian Charger
20	Andalusian Charger , with trapper (5 points armor).

Glory

Inherited Glory: 6d6+150.

Acquired Glory: 1d6 x 150.

6. Knighting

Warrior Tradition

The Spanish cavalry are professional mounted warriors, fighting with lances at a charge. Membership in this elite social class includes formal acceptance by a warlord, swearing loyalty, then receiving weapons and finally a blessing by the priests. This does not qualify for the 1000 Glory of being knighted.

After 500 the formal institution of knighthood is widespread. The knighting ceremony is similar to that described in *Pendragon*.

7. Previous Experience

Glory: Get 50 Glory for witnessing each non-battle event. For each battle, get 1d6 x 50 Glory.

485. Alaric II, son of Euric, becomes king. The Visigoths now rule Aquitaine, Occitania, and Iberia.

c.500. Knighthood is widespread through the Visigoths, brought by Aquitanian knights.

507. Battle of Bouillé. King Alaric is killed by King Clovis of the French.

France takes all of Gaul except Occitania.

507. Gesalec becomes King. He is the oldest, though illegitimate, son of Alaric.

511. Gesalec driven from throne. Theudis is named Regent of the Visigoths, a vassal of Theoderic the Great.

522. Amalaric is named Regent of the Visigoths a vassal of Theoderic the Great.

526. Theoderic dies. King Amalaric is fully enthroned.

531. King Amalaric killed in battle against the French. This is the end of the Balti dynasty.

Theudis seizes throne and is named King.

Capital moved to Barcelona.

541. King Theudis drives the French out of Iberia.

542. Byzantines seize Ceuta. Ceuta is a little enclave in North Africa, across the Straits of Hercules.

548. Theudigisel the Pretender assassinates King Theudis.

549. Theudigisel assassinated by his own nobles, whose wives had been seduced by the king.

Aglia becomes King of the Visigoths.

551. Athanagild seizes a portion of Iberia, with the help of Emperor Justinian.

554. Byzantine army seizes Andalusia. Aglia is killed in battle.

Athanagild becomes King. Liberius the Byzantine holds Andalusia.

War continues against the Byzantines.

The capital city is moved to Toledo.

Italians

The Italians are the Ostrogoths, a Germanic tribe that occupies Italy, the peninsula in south-central Europe in the middle of the Mediterranean Sea. For seven hundred years Italy, as the glorious Roman Empire, ruled the world, but has since been overrun several times. Now the Kings of Italy rule. Central government, public works and standards of living have fallen.

Dietrich of Bern is King of the Ostrogoths, securing both legendary and historical stakes in the book. The merchant cities of Italy are unique in their knighthood.

Noble Vocabulary

Lord: *Signore*

Lady: *Signora*

Knight: *Cavaliere*

King, the: *il Re*

1. Personal Data

Homeland: Before 493

The Ostrogoths live in the Balkans and along the Dalmatian coast for many years, confined by the Byzantine Emperor.

After 493, Italia

In 493 Dietrich of Bern leads his people westwards and they conquer Italy. Note that the Italians consider their city to be more important than anything else, and thus are their Homelands.

Verona is Dietrich's capital city, thus one of the largest and most beautiful in Italy. **Rome** is a large city, the ancient capital of the Roman Empire and site of the Vatican, where the Pope lives. Once grand, it has diminished under barbarian rule. **Milan** is a city in the plains of the Po River, a great trade center. **Florence** is a beautiful trade center in Tuscany, on the Arno River. Four cities are known as "maritime republics" because they contend for dominance in the Mediterranean with their fleets and shipping. These are **Amalfi**, **Pisa**, **Genoa** and **Venice**. Venice is a seaport that is built upon a marsh for protection. Many canals have been dug, and are being dug, to make it livable.

Table 49: Italian Homeland

d20	Homeland
01-03	Verona
04-05	Venice
06-07	Amalfi
08-09	Pisa
10-11	Genoa
12-13	Milan
14-15	Florence
16-17	Rome
18	Apulia
19	Ravenna
20	Syracuse



Culture

Early, to 520

"We are the Ostrogoths. We have ranged the world, conquering and taking what we wished. No one has stood against us, and we were destined to become lords of Italy and its great city, Rome. We will go on to even greater conquests."

Urban Roman, to 520

The inhabitants of the cities in Italy are Roman/Roman Christian, and the ravages of successive barbarian invasions have nonetheless left them largely intact. After 520 these city dwellers have been absorbed by the urban Ostrogoths to become the Italians.

For characters from here, use the information for The Roman/Roman Christian people found in the Mainland Character types.

After 520

"We are the civilized people of the world, cultured and refined by the ancient knowledge of the land. We are one people, but our city is foremost even among the rest of those in Italy. We understand the importance of money, and find no shame or dishonor in mercantile pursuits."

Names

Male: Amalaric, Athalaric, Theodehad, Theoderic, Theudis.

Female: Amalaberga, Amalafrida, Amalasuntha.

Religion

Arian Christian

"Saint Arius taught to us the way of the True Christ, the mortal son of God, and when we are true to that way, then God watches over us."

Roman Converts?

If it's hard to imagine the Italians not as Roman Christians,

then please feel free to do so. For interest, though, I suggest keeping the traits given here, but underlining the Roman Christian Traits.

Your Lord

Random Determination.

Table 50: Italian Liege Lord

d20 Roll	Lord
01-10	a Baron of the City
11-19	The duke of the city
20	The Royal Ostrogoth Household

Contemporary Rulers

485-526	Dietrich of Bern, King of the Ostrogoths.
526-527	Lucius, Emperor of the Romans, the Usurper
527	Arthur, King of Britain, France, Italy and Emperor of the Romans
527-534	Athalaric, of the Amal Dynasty. Grandson of Theoderic.
534-536	Theodehad, King of the Ostrogoths, of the Amal Dynasty.
536-540	Witiges, King of the Ostrogoths (captured by Emperor Justinian).
540-541	Hildibad, King of the Ostrogoths
541	King Eraric, King of the Ostrogoths, nephew of Hildibad.
541-552	Baduila, King of the Ostrogoths, aka Totila, nephew of Hildibad.
552-553	King Teia, last Ostrogoth King.
553-565	Justinian, Emperor of Constantinople.

Father's Class

Table 51: Italian Father's Class

Before 510

d20 Roll	Class
01-19	Cavalryman
20	Noble

After 510

d20 Roll	Class
01-05	Cavalryman
06-18	Knight Signore
19-20	Noble

Nobles Table

d20 Roll	Title
01-18	Barone (Baron)
17-19	Conte (Count)
20	Duca (Duke)

After 530

d20 Roll	Class
01-03	Artisan, merchant*
04-16	Knight
17-19	Condottieri (see boxed aside)
20	Noble

*Wealthy men who have risen to the noble rank of knighthood are not scorned here, but even admired for their ability to rise according to merit and be a good knight.

Nobles Table

d20 Roll	Title
01-08	Visconte (Viscount)
09-16	Barone (Baron)
17-18	Conte (Count)
19-20	Duca (Duke)

Condottieri

The ruling nobles of the Italian cities, being wise in finances, often hire professionals to do their dirty work. These are mercenaries, called *Condottieri* (singular *condottiere*, in English). They come in Companies of any size. Some famous in history are the Company of Saint George and the White company. The leader is foremost, and under his command are knights (often with their own units), plus many footmen. This is where lordless or landless knights find noble employment.

Captains contract knights with their units, and have formal terms for their employment. Those rates are in the price lists as mercenaries. Each campaign season the captain works for whoever pays him the best. If he's not paid, or unemployed, he'll raid and pillage as needed to keep the unit together. When a man's contract is up, he is unemployed.

These independent armies are not found in Arthur's Britain. But wherever there is war, they go.

Equipment

Before 520 all player characters are cavalymen. After that date, when knighthood is introduced, player characters are knights.

Cavalry

Chain mail and open helm (10 points), Shield (6 points), Sword, 5 spears, dagger
Charger, two rouncys, sumpter

Cavaliere, Knight, 520

Chain mail and closed helm (11 points), Shield (6 points), Sword, 5 spears, dagger

Charger, two rouncys, sumpter

Knight, Romance, 531

Reinforced Chain and closed helm (12 points), Shield (6 points),

Sword, 5 spears, dagger

Charger, two rouncys, sumpter

Knight, Tournament, 540

Partial Plate and reinforced helm (14 points), Shield (6 points),

Sword, 5 spears, dagger

Andalusian charger, two rouncys, sumpter

Knight, Knight, Grail/Twilight, 554

Full Plate and closed helm (16 points), Shield (6 points), Sword,

5 spears, dagger

Andalusian charger, two rouncys, sumpter

2. Traits & Passions

Italian (Arian Christian)

Chaste 13/7 Lustful

Energetic 10/10 Lazy

Forgiving 8/12 Vengeful

Generous 10/10 Selfish

Honest 13/7 Deceitful*

Just 13/7 Arbitrary

Merciful 13/7 Cruel

Modest 10/10 Proud

Pious 10/10 Worldly

Prudent 10/10 Reckless

Temperate 13/7 Indulgent

Trusting 7/13 Suspicious

Valorous 15/5 Cowardly

* May use **Manipulate** Specialty skill to replace Honest or Deceitful, as desired. See: Special Skill: Manipulate, on the next page.

Religious Bonuses

If all the underlined Traits are 16 or higher, then the appropriate bonus applies:

Christian, Arian: +2 Hit Points, +3 Damage

Starting Passions

Loyalty (Lord, or City) 2d6+5

Love (Family) 2d6+5

Hospitality 2d6+5

Honor 2d6+5

3. Attributes & Statistics

Shaped

Distribute a total of Divide 60 points among the five attributes; all stats must be between 5 and 18.

Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

Italian: +2 SIZ, +1 CON

3. Skills & Combat Skills

Starting Skills

Skill	Male	Female
Awareness	(5)	(4)
Boating	(1)	(2)
Chirurgery	—	(8)
Compose	(1)	(2)
Courtesy	(3)	(8)
Dancing	(2)	(2)
Faerie Lore	(1)	(2)
Falconry	(2)	(2)
Fashion	—	(5)
First Aid	(5)	(8)
Flirting	(10)	(8)
Folklore	(1)	(5)
Gaming	(2)	(2)
Heraldry	(3)	(2)
Hunting	(2)	(1)
Industry	—	(10)
Intrigue	Use Manipulate	
Orate	(3)	(2)
Play (harp)	(3)	(2)
Read (Latin)	(0)	(0)
Recognize	(3)	(4)
Religion (Arian Christian)	(2)	(4)
Romance	(2)	(0)
Singing	(2)	(2)
Stewardship	(2)	(8)
Swimming	(2)	(1)
Tourney	(0)	(0)
<i>Specialty Skill</i>		
Manipulate	(8)	(4)

Combat Skills

Battle	(2)	(1)
Siege	(2)	(1)
Horsemanship	(8)	(2)
Sword	(8)	(0)
Lance	(8)	(0)
Spear	(8)	(0)
Dagger	(5)	(5)

Don't forget to add Individual Skill Choices!

See: pg. 58.

Special Skill: Manipulate

Manipulate is used to exploit people with subtle verbal skill and social acumen. It replaces Intrigue, and also the Traits of Honest and Deceitful, when desired by the user. A character may have a normally low trait of Deceitful, but be a skilled manipulator.

Homeland Skill Bonus

The Maritime Republics, of Amalfi, Pisa, Genoa, and Venice: Replace Boating with Seamanship, and add 5. They also get the Italian Skill of High Finances at 8, and another Italian Skill at 8.

The Great Cities of Verona and Rome: Stewardship +2, Courtesy +2; and player's choice of two Italian Skills each with a starting value of 8.

The Artistic Cities of Milan and Florence get the Italian skill of Art Appreciation at 8, and one other Italian Skill at 8.

The Fortress Cities of Naples, Ravenna and Syracuse: +5 Siege, and one Italian Skill at 8.

The Italian Skills

The Italian Skills are: Science, Philosophy, High Finances and Art Appreciation. These are the new subjects of the nascent Renaissance. Only Italians know these, and only they *can* have them. The skills have no game application, and no one but Italians care about these things. But they are always subjects of great interest to other Italians. A common conversation between them is an argument over which of these "trumps" the others. Is Philosophy more important than Science, or High... oh, who cares...

4. Luck & Glory

Table 52: Italian Luck

d20 Roll Result

01	Money: £15 in new local coin.
02	Money: £3d6+5 in new local coin.
03	Money: £5d6 in new local coin.
04	Legionnaire's Shield: Grants 8 points of armor

	(instead of 6), and -3 Horsemanship.
05	Centurion's Lucky Helm: Adds +1 to armor.
06	Ring blessed by the Pope: Requires a Religion (Roman Christian) roll, and if successful grants +2 Armor.
07	Nero's Harp: Grants +9 to Play (Harp), but +3 to Selfish, +3 to Arbitrary and +3 to Lazy.
08	Little Toe of Saint Christopher, a Christian Relic: Grants +2 to Awareness while travelling.
09	Ear of Saint Martin the Soldier, a Christian Relic: With a successful Piety roll, grants +2 to Sword Skill of any Christian. Failed Piety = immediate Melancholy.
10	Vial of blood of Saint Peter, a Christian Relic: With a successful Religion (any Christian) roll, it grants +2 to Any Trait.
11	Vial of blood of Saint Paul, a Christian Relic: With a successful Pious roll, it grants +5 to Religion (any Christian).
12	Kidney of Saint Damian, a Christian Relic: With a successful Religion (Roman Christian) roll, it grants 10 points of Healing. Can only be used once per person, ever.
13	Visionary Necklace: allows the wearer to see when a creature is of faerie, or where one is hiding, if nearby.
14	Tooth of Cerberus: Gives +6 armor against all dog bites.
15	Augustus' diadem: grants the wearer +5 to Just Trait.
16	A very fast charger: Move 9.
17	A charger and a Camargue ambler 18-19
	Andalusian Charger
20	Destrier, with trapper (5 points armor).

Glory

Inherited Glory: 6d6+150.

Acquired Glory: 1d6 x 150.

6. Knighting

Warrior Tradition

The Italian cavalry are professional heavy cavalry, armored and charging with lances. When a young man qualifies for this class he swears an oath to his warlord, receives his weapons and is blessed by the priests. This does not qualify for the 1000 Glory of being knighted.

After 520 knighthood is widespread as a formal institution. The ceremony is similar to that described in *Pendragon*.

7. Previous Experience

Glory: Get 50 Glory for witnessing each non-battle event.
For each battle, get 1d6 x 50 Glory.

476. Odoacer, a German mercenary leader, deposes Emperor Romulus and becomes King of Italy, subject to Emperor Zeno of Byzantium.

Many wars with neighboring barbarian tribes.

488. Dietrich of Bern, an Ostrogoth champion, defeats Odoacer.

489. Dietrich of Bern, the Ostrogoth war lord, again defeats Odoacer.

490. Dietrich, King of the Ostrogoths, defeats Odoacer yet again.

493. Truce made between Odoacer and Dietrich. At a conciliation banquet, Dietrich kills Odoacer.

Dietrich becomes King of Italy. He is also known as Theoderic the Great, an epic figure with his own cycle of history.

526. Death of Dietrich the Great. Lucius becomes Emperor of Italy.

527. King Arthur defeats Lucius.

Arthur puts Athalaric, grandson of Theoderic, on the throne.

Athalaric is depressed by his inferiority to Arthur and becomes a self-indulgent drunkard.

534. Theodehad becomes king.

535. General Belisarius of Constantinople takes Sicily from Theodehad

536. Theodehad is assassinated.

Witiges becomes King.

540. Witiges is captured by Emperor Justinian. He is taken to Constantinople .

Hildibad elected King of Italy.

541. Hildibad murdered at a banquet. Eraric made king.

Eraric murdered by one of the royal guard.

Baduila (Totila) takes throne.

Battle of Faventia. Italian victory against Byzantines.

542. Battle of Mugello (near Florence). Italian victory against Byzantines.

545. Baduila takes and plunders Rome.

Afterwards he also takes Sardinia, Corsica, and Sicily.

552. Battle of Taginae, Badulia killed by Byzantines.

Teia becomes king. End of the Ostrogothic kings.

553. Teia killed by Byzantines. Emperor Justinian now controls Italy.



Occitanians

Occitania is the region of southern Gaul, bordering on the Mediterranean Sea. It has survived much of the ravaging that destroyed Roman influences in northern Gaul (France). The land is rich and beautiful, the weather is gorgeous and conducive to good crops, and the local lifestyle is informed, creative and liberal in its outlooks.

Occitanians *as such* don't appear in the literature, though individuals from regions therein (Toulouse, etc.) do. (Occitania is often historically part of Aquitania.) But the peculiarities of their feudalism and the nature of their heresies require representation in a knightly game.

Noble Vocabulary

Lord & Lady: *Signore e Signora*

Knight: *Cavaliere* Lord: *Sir*

King: the: *El Re*

1. Personal Information

Homeland

Occitania has several Homelands within it. The names given in the Homeland Table are those in the local Occitan language, given here for local color purposes. Throughout the rest of the book the modern terms are used.

Toulouse is a wide region, overseen by a grand old Roman city of the same name. **Catalonia**, though south of the Pyrenees Mountains, is more similar to Occitania than Iberia. **Languedoc** is a wealthy, urban region on the Mediterranean coast. Its city of **Narbonne** is well known for its thriving Jewish community. **Provence** is another, and had deep roots within the old Roman empire. **Delfinat** is the upriver region of the Rhône Valley. Its greatest city of **Lyons** is the object of Burgundian desire.

Table 53: Occitanian Homeland

d20	Region
01-03	Delfinat [Dauphiné]
04	Liyon [Lyons]*
05-06	Lengadoc [Languedoc]
07	Carcasona* [Carcassone]
08	Narbonne*
09-10	Provença [Provence]
11	Marseilles*
12-14	Catalonha [Catalonia]
15	Barcino [Barcelona]*
16-19	Tolosa [Toulouse]
20	Toulouse*

*See Urban Roman culture, above.



Culture

Self Image

"We are Occitanians, heirs of a proud history of conquest and growing wealth. We live in the best part of the world for weather, for food and for trade. We have learned from the city dwellers how to enjoy life, and many of us are free-holders."

Urban Roman

The cities in Occitania are actually Roman/Roman Christian, and the Visigoths have left them intact, and been heavily influenced by their culture. For characters from here, use the information for the Roman/Roman Christian people found in the Mainland Character types.

Names

Male: Aimes, Amalaric, Antonin, Athalaric, Guilbert, Guillem, Isoartz, Laurent, Theodehad, Theoderic, Theudis, Uc, Ugs.

Female: Alazais, Brunhilda, Elena, Florentina, Gaucelis.

Religions

Arian Christian

"Saint Arius taught to us the way of the true Christ, who is unlike the Father, and because we are true to that way, then God watches over us."

Catharism

The Cathars, sometimes called Albigensians, believe there is a good God, but It is entirely removed from the world and humankind, and that the created world is ruled by Satan.

"The world is an evil place ruled over by the Archon. The only solution to the misery of human life is to live purely. We abjure all clergy, treat men and women equally, and refrain from all excess."

Judaism

According to a Medieval legend some of the lords of Narbonne were Jewish. Their presence as equals is one of the many signs of Occitan's sophisticated culture.

"God oversees us and our tradition. Three of the Nine Worthies, those paragons of chivalry, are Jews. Everyone admires

the soldierly qualities and chivalry of Sir Joshua, who brought down Jericho; Sir David, the slinger who became King; and Sir Judas Maccabeus, who drove out the Romans.”

Your Lord

Random Determination.

Table 54: Occitanian Liege Lord

d20 Roll	Lord
01-10	Banneret
11-19	Count
20	The (Visigothic) Royal Household

Contemporary Rulers

Toulouse

485-507	Alaric II, King of all the Visigoths, son of King Euric, vassal of no one
508	Ramon, Duke of Toulouse, vassal of Clovis of Paris.
509-531	Ramon, Duke of Toulouse, vassal of no one.
531-533	Ramon II, Duke of Toulouse, vassal of King of Paris.
533-538	Ramon II, Duke of Toulouse, vassal of no one.
538-550	Ramon III, Duke of Toulouse, vassal of no one.
550-557	Ramon III, Duke of Toulouse, vassal of no one.

Catalonia

485-507	Alaric II, King of all the Visigoths, son of King Euric, vassal of no one
507-511	Gesalec, King of all the Vassals, son of K. Alaric, vassal of no one
511-520	Theudis, Regent of the Visigoths, vassal of Dietrich the Great, King of Italy.
520-526	Amalric, Regent of the Visigoths, son of Alaric, vassal of Dietrich the Great, King of Italy.
526-531	Amalric, King of the Visigoths, son of Alaric, vassal of no one.
531-548	Theudis, King of the Visigoths, vassal of no one.
548-549	Theudisil, King of the Visigoths, vassal of no one.
549-554	Agila, King of the Visigoths, vassal of no one.
554-567	Athanageld, King of the Visigoths, vassal of no one.

Languedoc, Narbonne

485-507	Alaric II, King of all the Visigoths, son of King Euric, vassal of no one
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507-511	Gesalec, King of all the Visigoths, son of King Alaric, vassal of no one
511-520	Theudis, Regent of the Visigoths, vassal of Dietrich the Great, King of Italy.
520-526	Amalric, Regent of the Visigoths, son of Alaric, vassal of Dietrich the Great, King of Italy.
526-531	Amalric, King of the Visigoths, son of Alaric, vassal of no one.
531-548	Theudis, King of the Visigoths, vassal of no one.
548-555	Denis, Count of Languedoc, vassal of Duke of Toulouse.
555-567	Pierre, Count of Languedoc, vassal of Duke of Toulouse.

Provence

485-507	Alaric II, King of all the Visigoths, son of King Euric, vassal of no one
507-511	Gesalec, King of all the Visigoths, son of King Alaric, vassal of no one
511-520	Theudis, Regent of the Visigoths, vassal of Dietrich the Great, King of Italy.
520-526	Amalric, Regent of the Visigoths, son of Alaric, vassal of Dietrich the Great, King of Italy.
526-534	Athalaric, King of the Ostrogoths, vassal of no one.
534-550	Olivier de Fourcalquier, Duke of Provence, vassal of no one.
550-559	Philippe de Fourcalquier, King of Arles, vassal of no one.
559-567	François, King of Arles, vassal of no one.

Delfinat

485-507	Alaric II, King of all the Visigoths, son of K. Euric, vassal of no one
507-511	Gesalec, King of all the Visigoths, son of K. Alaric, vassal of no one
511-520	Theudis, Regent of the Visigoths, vassal of Dietrich the Great, King of Italy.
520-526	Amalric, Regent of the Visigoths, son of Alaric, vassal of Dietrich the Great, King of Italy.
526-531	Amalric, King of the Visigoths, son of Alaric, vassal of no one.
531-550	Olivier de Fourcalquier, Duke of Provence, vassal of no one.
550-559	Philippe de Fourcalquier, King of Arles, vassal of no one.
559-567	François, King of Arles, vassal of no one.

Father's Class

Table 55: Occitanian Father's Class

Before 500

Cavalryman

After 500

d20 Roll	Class
1-10	Allodial Knight*
11-14	Household Knight
16-19	Urban Roman**
20	Knight banneret

*Allodial Knight

Occitania has many allodial knights. These are men who hold their land as a free fief, with no overlord that owns it. The knights still owe fidelity to their regional lords, and must allow them to enter at any time without restraint. But the allodial knights do not owe any obligatory services, and have a much wider range of freedom than any other knights.

**Urban Roman

The cities in Occitania are actually Roman/Roman Christian, and the Visigoths have left them relatively intact, so that they will continue their Roman efficiency at making and collecting money. Use the information for The Roman/Roman Christian people found in the Mainland Character types.

Equipment

Before 500 all player characters are cavalymen. After that date, when knighthood is introduced, player characters are knights.

Cavalry

Chain mail and open helm (10 points), Shield (6 points), Sword, 5 spears, dagger

Charger, rouncy, sumpter

Knight, Uther and Anarchy Periods

Chain mail and open helm (10 points), Shield (6 points), Sword, 5 spears, dagger

Charger, two rouncys, sumpter

Knight, Boy King, 510

Improved chain and closed helm (11 points), Shield (6 points), Sword, 5 spears, dagger

Andalusian charger, two rouncys, sumpter

Knight, Romance, 531

Reinforced Chain and closed helm (12 points), Shield (6 points), Sword, 5 spears, dagger

Andalusian charger, two rouncys, sumpter

Knight, Tournament, 540

Partial Plate and reinforced helm (14 points), Shield (6 points), Sword, 5 spears, dagger

Andalusian charger, two rouncys, sumpter

Knight, Grail/Twilight, 554

Full Plate and closed helm (16 points), Shield (6 points), Sword, 5 spears, dagger

Andalusian charger, two rouncys, sumpter

2. Traits and Passions

Occitanian (Arian Christian)

Chaste 13/7 Lustful

Energetic 10/10 Lazy

Forgiving 10/10 Vengeful

Generous 10/10 Selfish

Honest 13/7 Deceitful

Just 13/7 Arbitrary

Merciful 13/7 Cruel

Modest 10/10 Proud

Pious 10/10 Worldly

Prudent 10/10 Reckless

Temperate* 13/7 Indulgent*

Trusting 10/10 Suspicious

Valorous 15/5 Cowardly

Occitanian (Cathar)

Chaste 13/7 Lustful

Energetic 10/10 Lazy

Forgiving 11/9 Vengeful

Generous 13/7 Selfish

Honest 11/9 Deceitful

Just 11/9 Arbitrary

Merciful 11/9 Cruel

Modest 13/7 Proud

Pious 13/7 Worldly

Prudent 10/10 Reckless

Temperate* 13/7 Indulgent*

Trusting 10/10 Suspicious

Valorous 15/5 Cowardly

Occitanian (Jewish)

Chaste 13/7 Lustful

Energetic 13/7 Lazy

Forgiving 10/10 Vengeful

Generous 10/10 Selfish

Honest 10/10 Deceitful

Just 13/7 Arbitrary

Merciful 10/10 Cruel

Modest 10/10 Proud

Pious 10/10 Worldly

Prudent 13/7 Reckless

Temperate* 15/5 Indulgent*

Trusting 10/10 Suspicious

Valorous 15/5 Cowardly

* May use special **Oinology** Directed Trait to replace either value, as desired. (See details of this skill in the "New Rules" section at the end of this document.)

Religious Bonuses

If all the underlined Traits are 16 or higher, then the appropriate bonus applies:

Cathar: +2 Hit Points, +1 Healing Rate, +1 Armor

Christian, Arian: +2 Hit Points, +3 Damage

Jewish: +3 Hit Points, +1 Healing

Special Directed Trait: Oinology

Oinology is a Directed Trait that can be added to either Temperate or Indulgent. The decision to apply it to one Trait or the other, as well as the decision to use the Directed Trait value or to add its value to the chosen Trait, is entirely up to the player.

The starting value of this Directed Trait is 5.

Starting Passions

Loyalty (Lord) 2d6+5

Love (Family) 2d6+5

Hospitality 2d6+5

Honor 2d6+5

3. Attributes & Statistics

Shaped

Distribute a total of Divide 60 points among the five attributes; all stats must be between 5 and 18.

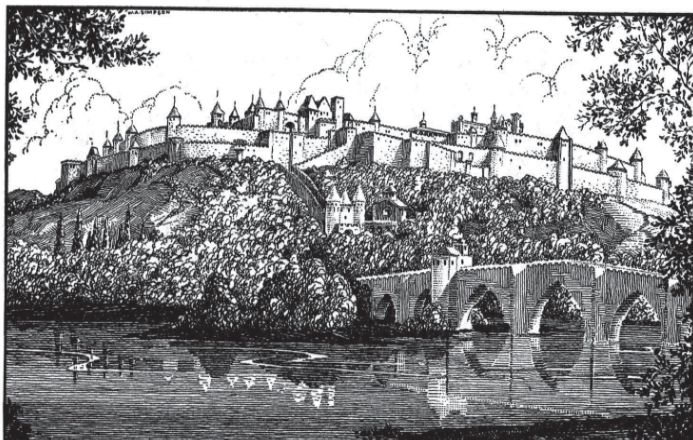
Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

Occitanian: +1 DEX, +1 CON, +1 APP



4. Skills & Combat Skills

Starting Skills

Skill	Male	Female
Awareness	(5)	(2)
Boating	(0)	(0)
Chirurgery	—	(10)
Compose	(5)	(3)
Courtesy	(8)	(5)
Dancing	(2)	(2)
Faerie Lore	(2)	(1)
Falconry	(2)	(2)
Fashion	—	(10)
First Aid	(7)	(10)
Flirting	(4)	(6)
Folklore	(2)	(1)
Gaming	(2)	(2)
Heraldry	(2)	(3)
Hunting	(5)	(1)
Industry	—	(5)
Intrigue	(2)	(2)
Orate	(2)	(2)
Play (harp)	(2)	(4)
Read (Latin)	(2)	(2)
Recognize	(2)	(2)
Religion (varies)	(5)	(1)
Romance	(5)	(7)
Singing	(2)	(4)
Stewardship	(2)	(6)
Swimming	(1)	(1)
Tourney	(3)	(2)
<i>Combat Skills</i>		
Battle	(2)	(1)
Siege	(2)	(2)
Horsemanship	(8)	(3)
Sword	(6)	(0)
Lance	(8)	(0)
Spear	(2)	(0)
Dagger	(2)	(3)

Note: The Occitanians have no specialty skill, but instead they have the special Directed Trait of Oinology. See: pg. 117 for details.

Father's Skills Bonus

Cavalryman: Folklore +5

Allodial Knight: Folklore +3, Stewardship +3

City Knight: Read (Latin) +5

Knight banneret: Courtesy +3; Stewardship +3

Don't forget to add Individual Skill Choices!

See: pg. 58.

5. Luck & Glory

Table 56: Occitanian Luck

d20 Roll Result

01	Money: £15 in Roman coin.
02	Money: £3d6+5 in Roman coin.
03	Money: £5d6 in Roman coin.
04	Dark Candle: when lit, gives no visible light, but allows the owner to see in the dark. After each use, roll d20: 01-06 indicates the candle was all used up.
05	Elixir of Song: a throat spray which grants +3 to Sing rolls.
06	Family Sword: a successful Love (family) roll grants +1 to Sword skill and +1 to damage. combat.
07	Protective Ring: Grants +1 armor, but also +3 Selfish.
08	Luxurious Cloak: Worth £2, grants +5 APP. After each wearing, roll d20, where a result of 01-05 indicates it has fallen to pieces.
09	Silver Love Ring: When worn, this silver ring grants +3 to a man's Flirting Skill, and +6 to a woman's.
10	Physiologus: a book of animals. Requires Reading roll, but when consulted on the morning before a hunt, grants +2 to the Hunting skill of the reader .
11	Troubadour's Book of Poetry: Requires a successful Read roll, then grants +3 to Compose when consulted.
12	The Expedition (Anabasis): A book. When consulted with a successful Read roll on the morning before a battle, grants the reader +3 to Battle.
13	Fantastic Helmet: give +2 armor.
14	Ring of Chastity: Grants +3 to Chaste.
15	Ring of Beasts: Gives +3 armor against animal attacks.
16-17	Andalusian Charger
17-18	Charger and a Camargue ambler
20	Destrier

Glory

Inherited Glory: 6d6+150.

Acquired Glory: 1d6 x 150.

6. Knighting

Warrior Tradition

Before 500 Occitanian warriors are typical Visigoth heavy cavalry, opening battle with a lance charge. These soldiers are the social elite. Upon becoming an adult the warriors undergo initiation rites, acceptance by their warlord, an oath of loyalty, then blessing by the priests. This does not qualify for the 1000 Glory of being knighted.

Knowledge of knighthood spreads quickly among the Visigoth peoples, and is widespread by 500. The knighting ceremony is essentially the same as the one described in *Pendragon*.

7. Previous Experience

Glory: Get 50 Glory for witnessing each non-battle event. For each battle, get 1d6 x 50 Glory.

485. Alaric II, son of King Euric, becomes King of the Visigoths.

c. 500. Knighthood is widespread throughout Occitania.

507. Battle of Bouill  . Alaric is killed by King Clovis of the French. France is secure in all their northern territory.

Gesalec, the son of Alaric, is elected king.

508. Gesalec, King of the Visigoths, is driven from Occitania.

King of Paris acknowledges the Duke of Toulouse as his vassal. Other regions maintain their independence, as before.

509. Duke of Toulouse rebels. Semi-independent afterwards, the dukes participate in the French civil wars.

530. Next door, Aquitanian provinces revolt.

530. Cathars established in Occitania.

531. French invasion. Provence is a separate power.

540-550. Cathar Crusade. Pope declares Cathars heretical; the French king sends crusade against them.

548-555. Languedoc is subject to Toulouse.

550. Kingdom of Arlet established.

Huns

These are the legendary Huns. They are the tribal group currently ruling over the many other nomadic peoples in the region. These Hun stats could be used for Magyars, Avars, Bulgars, Huns and whatever other sixth century nomad you want to include. But the Huns are the overlords to start. They occupy the lands north of the Danube, and far out into the steppes. The regions of the many subtribes are not differentiated.

In the literature, Sir Urré is from Hungary, hence is one of these Huns.

1. Personal Information

Homeland

Hunland is the modern Romania, Hungary, Slovakia, Moldavia and the western Ukraine. This includes the lands of the subject tribes.

Etzelburg [Budapest] is the foremost city, the Hun capital where the king lives. His picked men and their families live there too, as well as the leaders from the subject tribes.

Culture

Self Image

“We are the free people, wandering the world and unconstrained by land or holdings. The spirits wander with us under the wide open sky, and we take what we want and give to whoever we wish to honor. The way to impress us is to conquer us.”

Names

Male: Árpád, Álmos, Bulcsú, Fajsc, Jutas, Kurszán, Lehel, Liüntika, Scabolcs, Súr, Taksony, Tarhos, Üllő, Zolta,

Female: No female nomad names are recorded in histories available to us.

Religion: Nomad Animism

Nomadic animists worship their ancestors, spirits of place, and spirits of nature. They are practical, realistic and unsentimental.

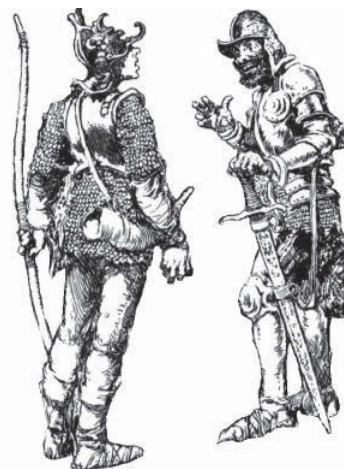
“The Sun shines on us. The Earth feeds us. Our Ancestors made us and put us here, and we follow their ancient ways. To do otherwise is folly.”

Your Lord

Random Determination.

Table 57: Hun Liege Lord

d20 Roll	Lord
01-18	Chief of your clan
19	Warlord
20	The King



Contemporary Rulers

Etzel, son of Botelung, is the High King of the nomads. No high king exists for the people once King Etzel is slain. His sons fight among themselves, the formerly oppressed tribes fight for plunder and revenge, and no one has the upper hand until the Bulgars fight their way to the top, and are then destroyed by the Byzantines in 559

Father's Class

The Huns are “light cavalryman.” They are mounted archers who skirmish as their preferred form of fighting. The Huns do not close with an enemy unless his back is turned. They chase and dodge, firing arrows and laughing at men on their big lumbering chargers.

Equipment

Courbouilli Armor and open helm (8 points), Sword, dagger, Small Shield (4 points)
Compound bow and arrows (see “New Rules”)
2+1d3 Steppe Ponies

2. Traits and Passions

Hun (Nomad Animist)

Chaste 6/14 Lustful
Energetic 17/3 Lazy
Forgiving 7/13 Vengeful
Generous 10/10 Selfish
Honest 10/10 Deceitful
Just 7/13 Arbitrary
Merciful 7/13 Cruel
Modest 8/12 Proud
Pious 8/12 Worldly
Prudent 14/6 Reckless
Temperate 7/13 Indulgent
Trusting 5/15 Suspicious
Valorous 13/7 Cowardly

Religious Bonuses

If all the underlined Traits are 16 or higher, then the appropriate bonus applies:

Nomad Animist: +2 Hit Points, +1 Healing, +1 Damage

Starting Passions

Loyalty (Lord) 2d6+5

Love (Family) 2d6+5

Hospitality 2d6+5

Honor 2d6+5

3. Attributes & Statistics

Shaped

Distribute a total of Divide 60 points among the five attributes; all stats must be between 5 and 18.

Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

Huns: +5 CON, -2 SIZ

4. Skills & Combat Skills

Starting Skills

Skill	Male	Female
Awareness	(10)	(8)
Boating	(0)	(0)
Chirurgery	—	(9)
Compose	(0)	(0)
Courtesy	(0)	(0)
Dancing	(2)	(2)
Faerie Lore	(5)	(8)
Falconry	(5)	(5)
Fashion	—	(2)
First Aid	(5)	(10)
Flirting	(2)	(2)
Folklore	(0)	(2)
Gaming	(2)	(2)
Heraldry	(0)	(0)
Hunting	(5)	(2)
Industry	—	(8)
Intrigue	(0)	(0)
Orate	(2)	(2)

Play (drum)	(5)	(0)
Read (Latin)	(0)	(0)
Recognize	(6)	(6)
Religion (Nomadic Animist)	(5)	(8)
Romance	(0)	(0)
Singing	(2)	(2)
Stewardship	(0)	(2)
Swimming	(0)	(0)
Tourney	(0)	(0)
<i>Combat Skills</i>		
Battle	(5)	(0)
Siege	(0)	(0)
Horsemanship	Use Pony Defense	
Sword	(10)	(3)
Dagger	(6)	(10)
Compound Bow	(10)	(5)
Lance	(4)	(0)
<i>Specialty Skill</i>		
Pony Defense	(10)	(8)

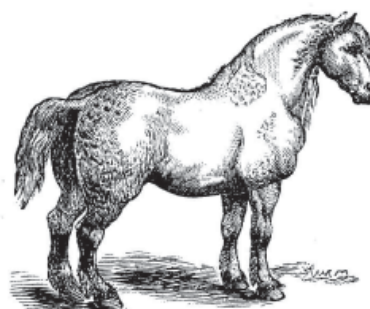
Don't forget to add Individual Skill Choices!

See: pg. 58.

Special Skill: Pony Defense

Pony Defense skill is the amazing ability to maneuver upon horseback and to use their steed in special ways in defense. Only a Steppe Pony can be used for this. Pony Defense is used for everything that Horsemanship is used for, plus it can be used as a maneuver in an Opposed Resolution in melee or when he's the target of missiles.

A Critical or Win indicates the rider is not harmed, though neither is he capable of doing any damage to his opponent. A Loss or (non-Critical) Tie indicates that the horse takes the damage instead of the rider. A fumble indicates the horse stumbled and fell upon the rider, and it does its damage to itself and the rider.



5. Luck & Glory

Table 58: Hun Luck

d20 Roll Result

01	Treasure: £15 in loot
02	Treasure: £3d6+5 in loot.
03	Treasure: £5d6 in loot.
04	War Hawk: Requires successful Falconry Roll, whereupon the hawk will harass whomever its owner is in melee with. This adds +2 to his melee skill. After each battle, and each winter, roll 1d20, where a roll of 01-03 indicates the bird fled or died; on 04-06 it hatched a chick like itself.
05	Bow of the Sun: Grants +2 to Bow Skill.
06	Magical Quiver: arrows do +3 damage. After each arrow, roll d20, where a roll of 01-02 indicates there are no more arrows.
07	Sun's Blessing: +3 to Bow skill.
08	Old War Booty Shield: Grants 8 points of armor (instead of 6), but -3 Pony Defense.
09	Spirit Blessing: With a successful Piety roll, +2 to any one skill. However, fail the Piety, and -5 to <i>all</i> rolls for the day.
10	Armor that Hates Beasts: Gives +3 armor against animal attacks.
11	Moon Potion: sipping the liquid grants 10 points of Healing. After each use, roll d20, where a roll of 01-05 indicates it has run dry.
12-15	Fast Steppe Pony (Moves 8, capable of Pony Defense).
16-17	Swift Steppe Pony (Moves 9, capable of Pony Defense).
18	Araby Courser (Use Araby Courser stats, NOT capable of Pony Defense).
19-20	Large Steppe Pony. (Use Charger stats, capable of Pony Defense).

Glory

Inherited Glory: 6d6+150.

Acquired Glory: 1d6 x 150.

6. Knighting

Warrior Tradition

Huns become warriors after they bring back the head or nose of their first human kill. Clan marks are cut into their chests and they are accepted into their chief's war band. This does not qualify for the 1000 Glory of being knighted.

After 550 knighthood is adopted by some Huns.

7. Previous Experience

Glory: Get 50 Glory for witnessing each non-battle event. For each battle, get 1d6 x 50 Glory.

Hun Previous Experience consists of raids, raids and more raids against their neighbors. Occasionally large-scale events disturb this blissful lifestyle.

504. Gepids defeated by Theoderic of Constantinople, and move westward.

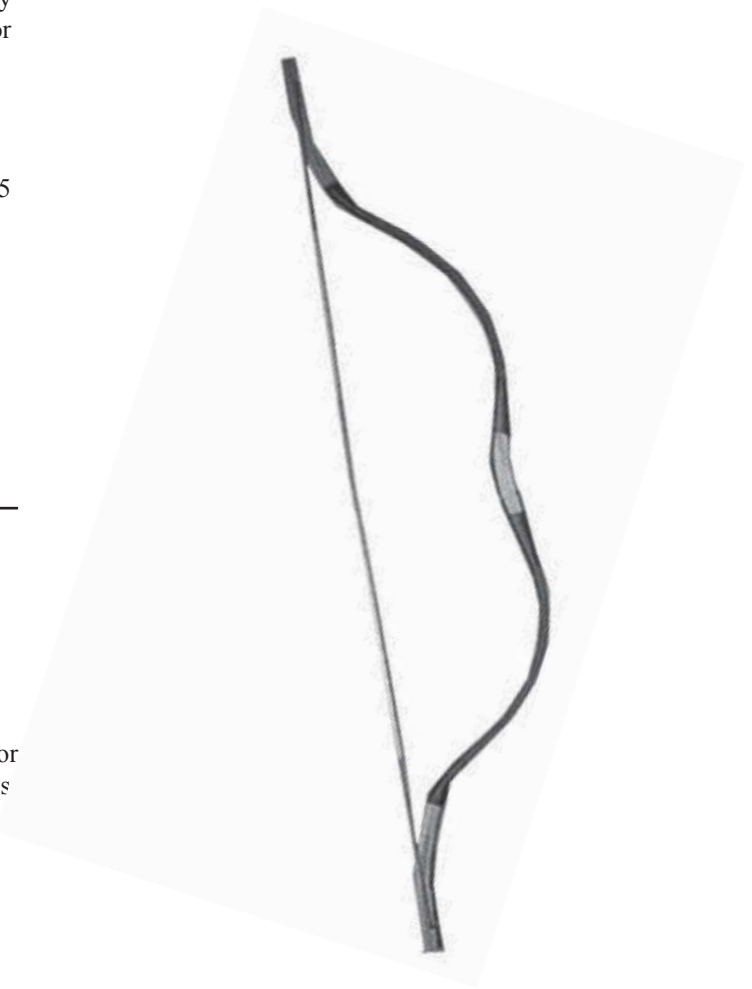
524. The Battle of Kreimhild. King Gunter is killed by his sister (in Etzelburg)

525. King Etzel is killed by one of his wives. The formerly subject tribes are independent.

537. Gepid King Cunimund rules around Belgrade and the city of Sirmium.

546. Gepids driven from their homes by Constantinople and Lombards.

552. Gepids defeated by Lombards at Battle of Asfeld. They disappear from history as a people.



Zazamancs

Zazamanc is the Saracen Kingdom of North Africa and Araby. It includes the desert dwellers, the many city states along the Mediterranean coast and the Sarahan desert. Its people are educated and sophisticated in ways that the other Continental peoples find difficult to understand.

Saracens appear often in Arthurian literature. The most famous individual is Sir Palomides, whose personal epic love story culminates in his conversion to Christianity. His largely friendly family is also present, but most other Saracens are hostile.

These Saracens are adapted from the entirely fictional realm of Zazamanc, named in the German story of *Parzifal*.

1. Personal Information

Homeland

Zazamanc is a great empire that includes all of north Africa. Zazamanc is based on European Medieval legends and misconceptions, and filled in with my interpretation of the noble oriental warrior that would be fun and not insulting to play.

Zazamanc commands the trade routes from sub-Saharan Africa and distant Araby, and is famous for its gums, perfumes, precious stones and spices. It is nominally subject to the distant Baruch of Baghdad.

Patelamunt is the great capital city, famed for its sixteen gates and many magnificent gardens which are watered by several wells within its wall.

The **Berbers** are the tough desert people of west Africa. The “barb” horses are their local breed, and are even named after them. The **Vandals** are the rulers of the coastal city states, conquered and converted to the Saracen way. **Egypt**, an ancient empire, is now ruled by Zazamanc lords. The Arab residents of distant **Araby** are another tough desert people.

Many other subject peoples populate the coastal cities of Africa (Greeks, Romans, Germans) but they have no warriors or knights.

Table 59: Zazamanc Homeland

d20	Homeland
01-05	Berbers
06-09	Vandals
10-14	Egypt
15-18	Araby
19-20	Patelamunt



Culture

Self image

“We are a wise and powerful people. We have conquered the strongholds of the ancient empire of Egypt and taken from them the knowledge that is worth adding to our own. Foreign peoples are often excitable and prone to violence, but beneath that can be loyal and friendly once they overcome their bias against strangers.”

Names

Male: Agalofure, Estragot, Ferumbras, Laban, Lukafer, Mapyne.

Female: Barrok, Fidessa, Floripas, Maragounde.

Religion: Saracen

The Saracens are a pagan people who worship a trinity of deities named Mahounde, Tervagan, and Apollin.

“Our ancient gods have protected us and our families since the dawn of time. We will worship and honor them as long as they continue to do so.”

Your Lord

Random Determination:

Table 60: Zazamanc Liege Lord

d20 Roll	Lord
01-19	Head of Family
20	The Royal Household

Contemporary Rulers

485-500	King Tolomy, the founder of the dynasty.
500-515	King Ben Arab. Son-in-law of King Tolomy.
515-558	Queen Belakane, vassal of Baruch of Baghdad.
558-end	King Feirefiz

Father's Class

The player characters are all **aristocrats**, trained at arms and culture.

Faris

The typical cavalryman is called a *faris*. He is armed with lance, sword, and bow, and wears light chain mail.

Equipment

Light chain mail and open helm (9 points), Small shield (4 points), Scimitar (as sword), dagger, Compound bow and arrows (See: pg. 118 for rules on the Compound Bow).

Barbary Charger, rouncy, sumpter

Note that with this army the faris is not intending to engage in toe to toe melee, but prefers the skirmishing tactics of shooting arrows and fleeing.

2. Traits & Passions

Zazamanc (Saracen)

<u>Chaste</u> 13/7 Lustful
Energetic 10/10 Lazy
Forgiving 10/10 Vengeful
Generous 10/10 Selfish
Honest 10/10 Deceitful
<u>Just</u> 13/7 Arbitrary
<u>Merciful</u> 13/7 Cruel
Modest 10/10 Proud
<u>Pious</u> 13/7 Worldly
Prudent 10/10 Reckless
<u>Temperate</u> 15/5 Indulgent
Trusting 10/10 Suspicious
Valorous 15/5 Cowardly

Religious Bonuses

If all the underlined Traits are 16 or higher, then the appropriate bonus applies:

Saracen: +3 Hit Points, +1 Damage

Directed Traits

Trust Saracens +5

Starting Passions

Loyalty (Lord) 2d6+5

Love (Family) 2d6+5

Hospitality 2d6+5

Honor 2d6+5

3. Attributes & Statistics

Shaped

Distribute a total of Divide 60 points among the five attributes; all stats must be between 5 and 18.

Random Determination

Men: Roll 3d6+4 for SIZ, and 3d6+1 for each other attribute.

Women: Roll 2d6+2 for SIZ and STR; 3d6+1 for DEX and CON; and 3d6+5 for APP.

Cultural Modifiers to Attributes

Moor: +2 DEX, +1 CON

4. Skills & Combat Skills

Starting Skills

Skill	Male	Female
Awareness	(2)	(4)
Boating	(0)	(0)
Chirurgery	Use Medicine	
Compose	(7)	(5)
Courtesy	(2)	(5)
Dancing	(2)	(1)
Faerie Lore	(2)	(2)
Falconry	(1)	(3)
Fashion	—	(8)
First Aid	Use Medicine	
Flirting	(2)	(0)
Folklore	(2)	(2)
Gaming	(1)	(2)
Heraldry	(0)	(0)
Hunting	(2)	(0)
Industry	—	(8)

Intrigue	(2)	(8)
Orate	(2)	(2)
Play (harp)	(2)	(5)
Read (Arabic)	(4)	(2)
Recognize	(2)	(8)
Religion (Saracen)	(2)	(6)
Romance	(5)	(2)
Singing	(5)	(6)
Stewardship	(3)	(2)
Swimming	(0)	(0)
Tourney	(0)	(0)
<i>Specialty Skill</i>		
Medicine	(10)	(15)
<i>Combat Skills</i>		
Battle	(5)	(0)
Siege	(5)	(0)
Horsemanship	(8)	(5)
Sword [scimitar]	(8)	(0)
Lance	(2)	(0)
Spear	(2)	(0)
Dagger	(6)	(7)
Compound Bow	(10)	(0)

Homeland Skills

Berber: +5 Hunting
 Vandal: +5 Gaming
 Arab: +5 Falconry
 Egyptian: +5 Awareness
 Patlamunt: +5 Courtesy

Don't forget to add Individual Skill Choices!

See: pg. 58.

Special Skill: Medicine

Medicine is the skill of knowing how to recognize and treat wounds and disease. It is used instead of both Chirurgery and First Aid.

5. Luck & Glory

Table 61: Zazamanc Luck

d20 Roll	Result
01	Money: £15 in foreign coin.
02	Money: £3d6+5 in foreign coin.
03	Money: £5d6 in foreign coin.
04	Green Medicine bottle: dripping the liquid onto a wound grants 2 points of Healing. After each use, roll d20, where a roll of 01-02 indicates it has run dry.
05	Red Medicine bottle: dripping the liquid onto a wound grants 5 points of Healing. After each use, roll d20, where a roll of 01-05 indicates it has run dry.
06	Blue Medicine bottle: dripping the liquid onto a wound grants 20 points of Healing. After each use, roll d20, where a roll of 01-10 indicates it has run dry.
07	Keen Razor: used to shave and trim a beard, it requires a DEX roll, and when successful adds +2 to APP for the day.
08	Ring Against Beasts: Grants +3 to combat against any animal.
09	Trained Hunting Cheetah: +3 to Hunting. (Use Panther stats, <i>King Arthur Pendragon</i> , pg. 187)
10	Super sharp scimitar: requires a Religion (Saracen) roll which, if successful, grants +2 to Scimitar skill.
11	Desert Falcon: +3 to Falconry.
12	Seductive Perfume: when worn by man or woman, causes a -1d6 to the target's Chaste Trait. After each use, roll d20, where a roll of 01-02 indicates it has run dry.
13	Quiver of Golden Arrows: Fantastic quiver whose arrows do +3 damage. After each arrow, roll d20, where a roll of 01-02 indicates there are no more arrows. Empty quiver is worth £3.
14-15	Camel (See: pg. 121 for stats.)
16-20	Araby Courser

Glory

Inherited Glory: 6d6+150.
Acquired Glory: 1d6 x 150.

6. Knighting

Aristocratic Warrior Tradition

The Moors have a coming of age ceremony that is marked with solemnity and celebration. The youth relates his worthiness, tell of his deeds, performs some actions to prove his value, and is welcomed into the warrior brotherhood. This does not qualify for the 1000 Glory of being knighted.

7. Previous Experience

Glory: Get 50 Glory for witnessing each non-battle event. For each battle, get 1d6 x 50 Glory.

485-500. King Tolomy, the founder of the dynasty, conquers Egypt.

500-515. King Ben Arab. Son-in-law of King Tolomy conquers Vandals.

515. King killed while allied with Vandals against the Berbers. His young wife Belakane is named Queen.

520. Berbers submit to Queen Belakane.

c. 530. Byzantine invasion defeated. It is well documented that the inclement desert weather of Zazamanc had a large part in this. The Byzantines never attempt to come back.

c. 540. "The Glory of Patelamunt." Serving as the center of trade between central Asia, Mediterranean Africa and Araby, Patelamunt reaches its height of splendor.

532. The father of Sir Percivale (of the Grail Quest), begets a son on Queen Belakane.

558. Queen Belakane dies. Her son, Feirefiz succeeds as the new King.



Children of Faeries

Perhaps the most foreign characters for *Pendragon* players to role play are those who are the offspring of humans and faeries. It is possible, through game play (but not for a first character) that a character may be the child of a faerie mother or father. In such a case, some special rules can be applied. These rules assume that the knight has been raised in human society and is human in every way except his ancestry. Thus most of his character generation is the same as the Homeland he is raised in.

1. Personal Data

Homeland, Culture, Religion, Father's Class, and Equipment are all determined by your human parent's culture.

Names

Some faerie and human offspring names appear in the story.

Male: Addanz, Brikus, Gandin, Kingrisin, Lazaliez, Liahturteltart, Pansamurs, Vergulaht

Female: Antikonie, Beafflurs, Flurdamurs, Terdelaschoye

2. Traits & Passions

Behavior runs in the blood. Beginning Traits will be the numbers given here (which are the same as for British Pagans) even though the character's actual religion may be Christian (or indeed, any religion). But underline the Traits of the religion the character was born into.

Chaste 7/13 Lustful*
Energetic 13/7 Lazy
Forgiving 10/10 Vengeful
Generous 13/7 Selfish
Honest 13/7 Deceitful
Just 10/10 Arbitrary
Merciful 10/10 Cruel
Modest 7/13 Proud
Pious 10/10 Worldly
Prudent 10/10 Reckless
Temperate 10/10 Indulgent
Trusting 10/10 Suspicious
Valorous 15/5 Cowardly

*See the Summer Phase modifier to this trait, to the right.

King Arthur's Faerie Lineage

Children of faeries appear most often in the German story of *Parzival*, where they serve as squires to knights and pages to human queens. However, some are certainly of higher nobility: In the story, King Arthur has faerie blood! His great grand-father, Mazadan, was seduced by his great-grandmother, Terdelaschoye, who was a faerie from the faerie kingdom of Mount Feimurgan.



Directed Trait

Get a Directed Trait of Trusting Faeries +10. This is applied towards both Seelie and Unseelie faeries.

Passions

These will be as for his or her society.

3. Attributes & Statistics

Children of faeries are notably handsome, healthy and nimble, but slight. Thus, calculate the statistics as per normal methods, and then apply these modifications:

-4 to SIZ, -4 to STR, +4 DEX, +4 CON and +6 to APP.

4. Skills

Knowledge of Faerie comes to them naturally. They get the regular skills of the human culture where they are raised, and also +10 to Faerie Lore.

5. Other Considerations of the Blood

Church Bell Penalty: The sound of church bells is a constant irritant. When bells are ringing, the knight has a -5 modifier to all Skills & Combat Skills. During a scenario, Roll d6 for ringing church bells: In an urban setting: 5-6; rural: 6; Wilderness: none. The bells last 1d3 rounds, generally.

***Summer Phase:** Children of faeries are subject to the natural lust of the warm season, beginning on Beltaine (May 1). All half-faeries get +1d6 to their Lustful, and concurrent diminishment to their Chastity for each encounter that season. Roll each event separately.

Aging: They age more slowly than pure humans. Start making Aging rolls at age 45.

Passion Immunity: They are *immune* to the Fey Passion. See: *The Great Pendragon Campaign*, pg. 395 for details of this Passion.

Part 3: New Rules & Clarifications

Several new rules are given here, including new Passions and Directed Traits, Specialty skills, and horses, as well as a few minor adjustments to combat.

1. New Directed Traits

Three new Directed Traits are described here.

Élan

Élan is the ability to perform some behavior with a flourish and burst of French pride. This modifier may be added to the Traits of Indulgent, Lustful, Vengeful, Proud, Worldly, Reckless and Valorous before it is rolled. It grants a +5 Élan modifier. However, when Élan is used, the user also gets an automatic check to Proud; and if the use of the Trait results in a Complete Failure or Partial Success then the knight is Melancholy. This Melancholy lifts after a night of good sleep. See: *Pendragon*, pg. 74 for details on being Melancholy.

Élan is the cultural Specialty for the French.

Gastronomy

Gastronomy, or the appreciation of fine food, is a Directed Trait that can be added to either Temperate or Indulgent, as desired by the player

The starting value of this Directed Trait is 5.

Gastronomy is the cultural Specialty for the Spanish.

Oinology

Oinology, or the appreciation of wine, is a Directed Trait that can be added to either Temperate or Indulgent, as desired by the player. The starting value of this Directed Trait is 5.

Oinology is the cultural Specialty for the Occitanians.

2. New Passions

Three new Passions are introduced here. One of them is special to the Germans.

Concern (My Commoners)

A noble gains this Passion when he receives a manor, or some other landholding where commoners live. He is responsible for their safety and welfare. This is used when a conflict arises regarding helping one's commoners as opposed to someone else's. See: *The Book of the Manor*, pg. 13.

Loyalty (Vassals)

Nobles gain this Passion when they get noble vassals of their own (i.e., when they become a banneret or higher). When a conflict arises regarding helping one's vassals as opposed to someone else, this Passion is used.

Rechtschaffenheit

Rechtschaffenheit is a Special Passion for the German peoples. It has a starting value of 4d6+1. This Special Passion

may be used, at the player's discretion, instead of either Valorous or Proud. Significantly, if a Valorous or Proud Trait would be negatively modified, Rechtschaffenheit is not. For instance, a Griffin imposes a -5 modifier on Valorous Traits, but not to Rechtschaffenheit.

3. Modifiers to Attribute

Clothing & APP

Fancy clothing adds to APP. Basically, each £ of value over normal adds +1 APP while wearing it. Thus, a knight's normal clothing value is £1, so if he was wearing clothing worth £3, he would have +2 APP. A banneret is a rich knight, so each £1 over the required £2 clothing adds 1 APP, and so on.

Clothing that is worn all the time always loses one half its value each year. Although part of the annual upkeep of a knight and his family of any rank includes repairs, etc., to maintain clothes appropriate to their rank, it does not cover the cost for repairing fancier clothing. Occasional use does not wear it out, so most knights and ladies keep their best clothing stashed away in a chest, and take it out only for special occasions. This prevents the natural wear and tear that brings about the loss in value. People at court every day do wear their best clothes all the time, and wear it out. Jewels also add to APP when worn, and of course, they do not deteriorate over time.



Your Best Clothes

Most people of the Knightly class have their everyday work clothing (worn every day, or for men, under armor), plus fancier clothing to wear at court. These are calculated to be about £1 in value, and all are included in the normal costs of being a knight. So knights and their wives clothing worth £1 for normal court work. These are their “everyday clothes,” of good material and well made.

Nobles also have a special suit of clothing for special occasions. These are your Good Clothes. They are normally stored safely in a trunk somewhere to be preserved from daily wear. Clothes that are carefully packed away, regularly checked for moths, stitched when buttons are loose, etc. do not wear out. (They will eventually go out of fashion, of course.)

Most people wear their Nice Clothes at court and courtiers wear them all the time. Clothing gets worn out. Clothes lose ½ their value each year through normal wear. It is useful to keep a note somewhere of the most expensive value before it wore out. The impact is different to say, “She wears 1 Librum clothing,” and “She wears one Librium’s worth of clothing, but you can see it is the remnants of a once glorious 20 Librum outfit.”

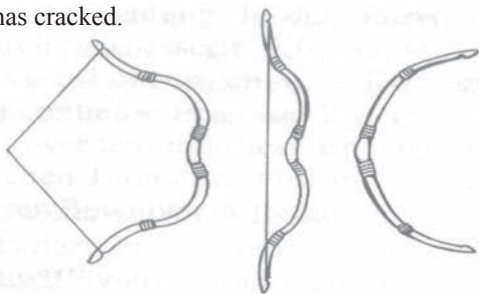
4. New Skills & Combat Skills

Compound Bow [Huns, Byzantines, Moors]

The compound bow is superior to the normal wooden bow, recurved and made with layers of horn and sinew. It is used by the peoples of the east (Byzantines and Moors), and requires such practice that it cannot be used even by skilled Western bowmen who just pick it up.

A compound bow deals 3d6+8 points of damage regardless of the user’s Damage statistic. It is a two-handed weapon, so no shield can be used while shooting it. The bow’s normal range is 60 yards, maximum range is 180 yards. Modifiers must be applied for mid-range or long-range shots, small or covered targets, and so on.

A fumble indicates that the weapon has a broken string or, worse, has cracked.



Bows at a Glance

For comparison, here are the three types of bow that can be used in *Pendragon*.

Weapon	Period 1st Available	Damage	-Range-		
			Short	Medium	Long
Common Bow	King Uther	3d6	1-50	51-100	101-150
Compound Bow	Romance	3d6+8	1-60	61-120	121-180
Longbow	Tournament	4d6+10	1-100	101-200	201-300

Short Range: No penalty under normal conditions. Wind conditions and visibility may impose penalties at the GM’s discretion.

Medium Range: Shots at this distance impose a –5 modifier under normal conditions. Wind conditions and visibility may greatly increase this penalty.

Long Range: Shots at this distance impose a –10 modifier under normal conditions. Wind conditions and visibility should greatly increase this penalty, if not render the shot impossible.

Distaff [Cymric Women]

Distaff is the specialty skill for Cymric Women (men have Spear Expertise). Distaff skill is used instead of both Industry and Stewardship.

Great Lance [Byzantines]

The Great Lance is the famous byzantine *kontos*. It is a two-handed lance, used without a shield, and is longer than a usual Lance. A Byzantine cavalryman with Great Lance gets a +1d6 damage when he wins the combat resolution. Otherwise, it is treated as a normal lance/spear.

Great Mace

This is a two-handed mace. It is a weapon that cannot be used with a shield. It does +1d6 points of extra damage against chainmail. A fumble indicates the weapon broke.

Law [Romans]

The Law skill can be used to defend one’s self in any social system. It is a function of citing actual law to make a listener of any social class understand the legal ramifications of his actions. It is used instead of Courtesy (the “laws” of the court), Folklore (the unspoken rules of the folk), and Intrigue (the conventions of society). Characters with this skill can “work the system” because they have learned how to by exploiting class.

Law is the cultural Specialty skill for Roman characters.

Manipulate [Italians]

Manipulate is a skill used to exploit people with subtle verbal skill and social acumen. It is used instead of the skill of Intrigue, and also the Traits of Honest and Deceitful, when desired by the user. A character may thus have a normally low trait of Deceitful, but be a skilled manipulator.

Manipulate is the cultural Specialty skill for Italian characters.

Medicine [Zazamancs]

Medicine is the skill of knowing how to recognize and treat wounds and disease. It is used instead of both Chirurgery and First Aid.

Medicine is the cultural Specialty skill for Zazamanc characters (i.e., Saracens).

Music [Irish]

Music is a skill that acknowledges an innate ability to make harmony and melody. It is used instead of Compose, Sing, and Play (instrument).

Music is the cultural Specialty skill for Irish characters.

Nordic Charm [Saxon Women]

Saxon women get have the specialty skill of Nordic charm (men have 2-Handed Weapons skill). There's just something about athletic, blue eyed, blond that makes men a little bit... easy.

Nordic Charm is used instead of Flirting and Intrigue.

Pony Defense [Huns]

Pony Defense skill is the unique cultural specialty skill for Huns. It represents their amazing ability to maneuver upon horseback and to use their steed in special ways in defense. A Hun must have a Steppe Pony for this, for only those have the breeding, rigorous selection and training since birth. Pony Defense is used for everything that Horsemanship is used for, plus it is a defensive combat skill. A Hun with this skill can use it in Opposed Resolution in melee or when he's the target of missiles. In such circumstances a Critical or Win indicates the Hun is not harmed, though neither is he capable of doing any damage to his opponent. A Loss or Tie indicates that the horse takes the damage instead of the rider. A fumble indicates the horse stumbled and fell upon the rider, and it does its damage to itself and the rider.

Be sure to keep in mind the Wounded Horse modifiers, and remember that every Hun in Britain has a very limited number of his horses to sacrifice this way.

Pony Defense is the cultural specialty skill for Hun characters.

Seamanship [Danes]

Seamanship is used by the captain of a ship or the leader

of a fleet when determining how well the ships withstand a storm or maneuver in battle. It is also used in place of Boating rolls.

Seamanship is the cultural Specialty skill of Danish characters. It is also a new skill for feudal Admirals and Deputy Admirals, and nobles of the Maritime Republics.

Spear Expertise [Cymric Men]

A character with this skill can use any spear or spear-like weapon equally well, whether horsed or afoot. Specifically, it is used in place of Lance, Spear, and Great Spear.

Spear Expertise is the cultural Specialty skill for Cymric characters.

Stalk [Picts]

Stalk is the ability to do well in the wild lands, where people hunt and fish and in general act their part in Nature in a way that other peoples have long forgotten. Thus they learn to "act the animal" without shame.

Stalk is used in place of both Awareness and Hunting. It is also used whenever the character wishes to hide while out of doors (though armor worn imposes a -1 modifier for each point of armor; 8-point hard leather, for example, imposes a -8 modifier).

Stalk is the cultural Specialty skill for Pict characters.

Tactics [Byzantines]

Tactics is the skill of knowing, on a larger scale, what to do in times of war. It is used in place of both Battle and Siege.

Tactics is the cultural Specialty skill for Byzantine characters.

Two-Handed Weapon (2-H Weapon) [British Saxons]

The character can use this skill in place of Great Sword, Great Axe, and Great Mace (new weapon). It is not applied to Great Spear, Great Lance, Halberd, or Warflail. Saxons may also use these from horseback, thus negating the standard *Pendragon* rule.

Two-Handed Weapon is the cultural Specialty skill for Saxon characters.

Venery [Aquitanians]

Venery is a knowledge of the skills of Venus, or of love. It is used in place of both Flirting and Romance.

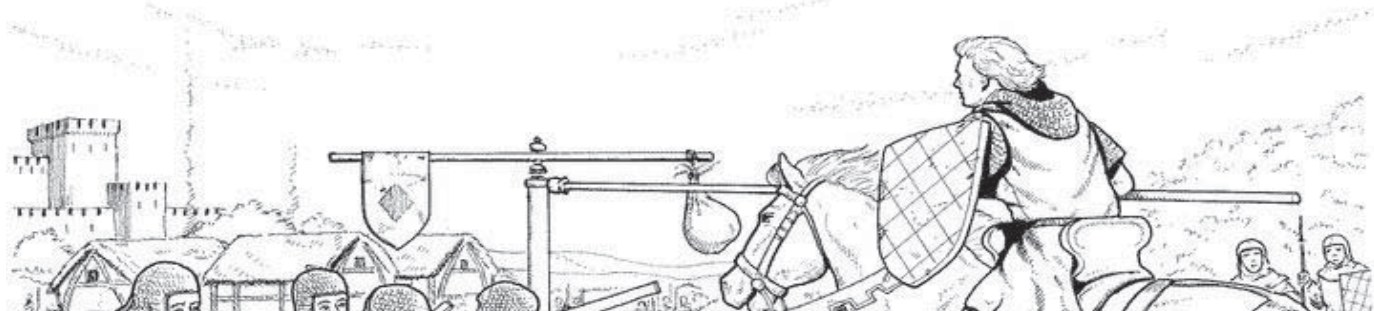
Venery is the cultural Specialty skill for Aquitanian characters.



5. Horses

The text and descriptions in this document mention several kinds of horses that are not found in the main rulebook. Details for those are given here, along with other standard horses.

Note that these “types” are generally functions of natural size and training, not actual breeds, though there are exceptions.



Horse Statistics (by Type)

Type	Damage	Move	Armor	SIZ	DEX	STR	CON	Hit Points	Combat†	First Available
Cart Horse	2d6	4	3	15	10	15	10	25	No	Always
Shetland Pony	2d6	4	3	18	10	15	14	32	No	530 (import)
Palfrey	3d6	6	3	26	10	16	8	34	No	Always
Camargue Ambler	3d6	7	3	26	12	18	10	36	No	Conquest Period (import)
Sumpter	3d6	5	3	22	12	15	16	38	No	Always
Rouncy	4d6	6	4	26	10	18	14	40	Yes	Always
War Pony	5d6	6	4	26	12	20	14	40	Yes	Always
Steppe Pony	5d6	7	4	24	18	20	10	35	Yes	Huns Only
Courser	4d6	9	5	30	25	24	15	45	Yes	Always
Valencian Courser	Same as an ordinary Courser, but more efficient in hilly terrain								Yes	530 (import)
Araby Courser	5d6	10	4	30	28	24	18	48	Yes	Tournament Period
Charger	6d6	8	5	34	17	30	12	46	Yes	Always
Andalusian*	7d6	8	5	36	17	32	12	48	Yes	535 (import)
Barbary Charger	6d6	8	5	36	17	28	16	52	Yes	535 (import)
Destrier*	8d6	7	5	42	10	38	10	52	Yes	540 (import)
Friesian*	9d6	7	5	44	10	38	10	54	Yes	545 (import)
Great Horse*	10d6	7	5	45	10	40	11	56	Yes	555 (import)
Camel	6d6	6	5	55	17	20	12	48	Yes	Saracens Only

† A “Yes” does not mean that all such horses are combat-trained, but that they *can* be combat trained.

* May wear horse armor (trapper, barding, etc.). See: *King Arthur Pendragon* 5th ed., pg. 175.

Horse Price List (by Type)

Type	Early Periods		Late Periods	
	Country	City	Country	City
Cart Horse	80 d.	60 d.	80 d.	60 d.
Shetland Pony	—	—	£2	£2
Palfrey	£5	£4	£5	£4
Camargue Ambler	—	—	—	£10
Sumpter	100 d.	80 d.	100 d.	80 d.
Rouncy	£1	200 d.	£1	200 d.
War Pony	£15	£15	£10	£8
Courser	£10	£8	£5	£4
Charger	£20	£20	£12	£10
Araby Courser	—	—	—	£28
Andalusian	—	—	—	£20
Barbary Charger	—	—	—	£16
Destrier	—	—	—	£32
Friesian	—	—	—	£40
Great Horse	—	—	—	£50

Wounded Horses

In combat

Riders on wounded horses must attempt a Horsemanship roll each round of action. If successful, they may perform another action, such as fight in melee, attempt to escape, etc. If they fail, then they spend the round trying to control the panicked animal.

Damage that a horse has taken grants a penalty to the rider's Horsemanship that is equal to -1 per point of damage. Thus a horse with 5 HP damage grants -5 Horsemanship.

Winter survival

Horses that were wounded have a penalty to their chance of survival over winter. Each 5 points of damage suffered, even if healed, adds 1 point to the chance they will succumb to the season. Thus a horse that suffered 10 points of damage would succumb on a d20 roll of 01-04 rather than the normal 01-02. This is carried forward and affects every subsequent year.

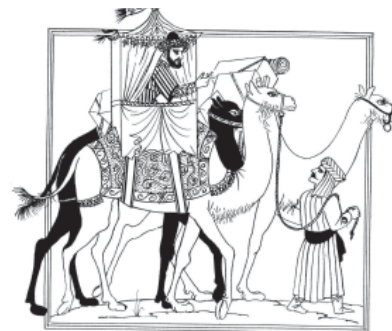


Camels

These camels are dromedaries (one-humped). Camels are significantly taller than horses, and a warrior fighting from camel back gets a +5 bonus for height advantage against horse-mounted foes.

Furthermore, each winter a camel spends in Britain or Europe north of the Mediterranean, the owner must make a Camel Survival roll, whereupon a roll of 01-07 indicates that the desert creature has died due to the cold.

Camel stats are included in the Horses Statistics Table, on the previous page.



6. Fine-Tuning Combat

This section revises two existing combat rules.

Shield vs. Axe

Axes and Great Axes are able to strike over and through shields with greater impact. When a defender is struck by an axe, but is able to use his shield, the shield blocks only 1d6 damage. Also, if it provides 1 point, it breaks and is subsequently useless.

This rule supersedes the rules for Axe and Great Axe appearing in *King Arthur Pendragon* 5th ed., pgs. 89 and 90 respectively. Thus, axes no longer deal +1d6 Damage versus opponents using shields; instead, shields potentially offer less protection against axes.

Other Weapon vs. Armor Bonuses

When a knight wearing chain mail or reinforced chain mail is struck by a mace, or Plate armor is struck by a hammer, just leave the weapon damage bonus the same. While it would be parallel to the shield rule to reduce armor, the math ends up the same and it is easier for the attacker to roll the extra die than for the defender to roll one d and subtract it.

Solid Iron Weapons

Every campaign seems to have a player who wants to have his blacksmith make an iron or steel version of his favorite weapon, to avoid it breaking against a sword. Such weapons never happened in history. Nonetheless, GMs may allow them to be made if the player insists. In such a case, they are x3 the cost of the normal weapon, and when used, impose a penalty of -10 to their user because of their excess weight and clumsiness. They do no extra damage. However, they will not break upon a fumble, but like a sword, will be dropped instead.



Appendices

A. Continental Knighthood Dates

462-479. Aurelius Ambrosius institutes the key practices that make up the knight's repertoire (horse, lances, honor, manorial system, etc.) It spreads quickly through Britain.

475. Aquitaine, a close trade partner and carrier of the horses to Britain, learns of knighthood before the game starts.

500. Iberia and Occitania, both of them Visigothic like Aquitaine, learn it early from their kinsmen.

520. France and Italia, neighbors to the Visigoths, learn it from observing their enemies.

530. Germany is next, copying it from the French.

535. Denmark learns it after observing the Germans.

550. Huns learn it from the Germans.

Byzantium and Moors both have their own formal warrior institutions and do not adopt knighthood.

B. Additional Published Sources

Several published *Pendragon* sources will provide more information about the regions mentioned throughout *The Book of Knights & Ladies*, this Advanced Character Generation document. Each contains setting details (kingdoms, areas, places of interest), people (kings, heroes), and local scenarios. These are available in .pdf format from www.DriveThurRPG.com.

Beyond the Wall for information about the North.

Pagan Shore for information about Ireland.

Perilous Forest for information about Cumbria.

Savage Mountains for information about Cambria.

Saxons! for information about the Southeastern peoples, especially before Arthur

Blood and Lust for information about Anglia.

Land of Giants for information about Scandinavia.

Note that where information on those old supplements conflicts with data in this, or any *Pendragon* 5th ed. book, the current version always supersedes the older (unless the Gamemaster prefers the older version. After all, it is your campaign!)

C. Suggested Reading

The quotations on pgs. 12 & 72 are from the following:

von Eschenbach, Wolfram. *Parzival*. Translated by A.T. Hatto. Penguin Books, Ltd. 1984.

Hughes, Jolyon Timothy. On the Literary and Social Significance of Wolfram von Eschenbach's Criticism of Minnedienst in His Narrative Works. 2002.

< http://etd.fcla.edu/UF/UFE1001151/hughes_jt.pdf>

Book of Knights & Ladies

Book of Knights & Ladies is the **Advanced Character Generation** system for *King Arthur Pendragon*. With this book you may generate knights and ladies from any place and time in the legendary Arthurian realm. They may come from any of a hundred different specific locations in Britain proper, or from any one of ten foreign lands.

There are over 100 possible homelands wherein every kingdom, county and tribe is detailed. Fifteen cultures, twelve religions and three types of government all combine to create a variety of characters previously unavailable in KAP.

Importantly, new character sheets are presented for both Knight and Lady.

Finally, a number of new rules are included, such as new Directed Traits, new Passions, and a number of new Skills and Combat Skills, such as Stalk and Compound Bow.

